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Solutions for Work

Warning!

22 Top Games

To Keep You
Up At Night

How To:

- Add a Second Hard Drive
- Control Email Spam
- Turn Cassettes into CDs

Don't Miss:

Tips and Tricks

The Mac Workshop

You Ask, We Answer



November 2001

“The PowerBook G4 is a landmark hardware achievement. The titanium laptop blew me away.”

— Jon Fortt, The San Jose Mercury News

“...if you could take just one laptop along with you on a desert island, this would be the one.”

— Hiawatha Bray, The Boston Globe

“Apple’s new laptop is a peach...”

Apple has once again launched a powerful innovation — and could literally reshape the laptop.”

— Steve Wildstrom, BusinessWeek

Too bad you only have one lap.

“Whether you need it or not, I guarantee you’ll want one. If you’ve ever suffered

Sony Vaio envy, this PowerBook will end it once and for all.”

— Bob LeVitus, The Houston Chronicle

“I think the new PowerBook G4 Titanium is the most impressive notebook computer ever.”

— Peter Lewis, Fortune, February 19, 2001



Titanium PowerBook® G4.



The new iBook.

“I have a new favorite laptop.”

—Jim Heid, The Los Angeles Times

“At 4.9 pounds with a full complement of ports and a CD or DVD drive,
the new iBook is the lightest, smallest full-featured consumer portable I've seen...”

—Walter Mossberg, The Wall Street Journal

“The iBook, richly featured and starting at \$1,299, is close to ideal for students.”

—Steve Wildstrom, BusinessWeek

“The new iBook is simply the best consumer laptop on the market today. Dell, Compaq and the others
should be ashamed they haven't come close to building a laptop this cool and at this price.”

—David Coursey, ZDNet Anchor Desk



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PowerPoint X



Word X



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Introducing Microsoft® Entourage™X, just part of the completely redesigned Office v. X for Mac. With the new Office, you'll get the most native Mac version ever. It's brimming with the fresh Aqua interface. And it's fully compatible with other versions of Office. Inside, a powerful addition, Entourage, tightly integrates e-mail with a radically improved Calendar and Address Book. So now, no matter where you find Office, you'll always find a perfect fit. microsoft.com/mac

Microsoft®
Office:mac
v. X

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www.machom

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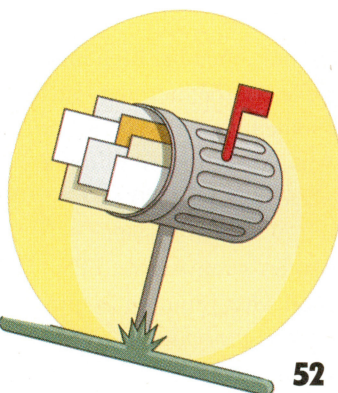
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- ★★★★★ Quicken 2002 Deluxe
- ★★★★ Pagemaker 7
- ★★★★ Fax Elite
- ★★★★ Timbuktu Pro

Home Office: Hardware

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- ★★★★★ Kensington PocketMouse
- ★★★★★ Brother HL-1470N
- ★★★★★ PowerMac G4 Dual 800MHz
- ★★★★★ Perfection 1650 Photo
- ★★★★★ Intuos2
- ★★★★★ Apple 17" Studio Display
- ★★★ MyTV

Entertainment

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- ★★★★★ Aliens vs. Predator Gold
- ★★★★ Q*Bert
- ★★ Star Trek Deep Space 9: The Fallen

Your Family

- ★★★★★ JumpStart Explorers
- ★★★★★ JumpStart Languages
- ★★★★★ GollyGee Blocks
- ★★★★ Zoog Genius: Math, Science, & Technology
- ★★★★ Zoog Genius: Language Arts, History, & Geography
- ★★★ ClueFinders Incredible Toy Store Adventure

Rating System

- ★★★★★ **Mac-nificent.** You gotta get it. No flaws.
- ★★★★ **Excellent.** Recommended even if it has a minor flaw or two.
- ★★★ **Average.** Despite problems still a worthwhile product.
- ★★ **Below Average.** Has serious flaws that limit its usefulness or fun.
- ★ **Poor.** Avoid this product at all costs.

September 14, 2001 — Life Resumes

This letter was due to be turned in on Tuesday, September 11. Needless to say, it didn't get done, and I've been looking at a blank screen all week trying to figure out what I could put down on paper.

We have staff with friends and family members in New York and Washington, and we do daily business with people in both those cities. So far, it seems that none of us has lost anyone, but the week has changed our lives forever. Our hearts, thoughts, and best wishes go out to all affected by this terrible tragedy.

This is our annual Entertainment issue, and we always have a lot of fun putting it together. This year was no exception, but our mood has been much

more somber this week as we've put the finishing touches on the magazine. There's something for everyone, no matter what kind of game you like to play, and I think we're all in need of some distraction.

Don't know what you like? "What's in a Game?" beginning on page 26 demystifies acronyms like FPS, RPG, and RTS, and shows you what you need to turn your Mac into the ultimate gaming machine. We've looked at pre-release copies of numerous games that will ship later this year, and give you a sneak peek beginning on page 20.

We've got the kids covered beginning on page 40, and for your pre-holiday shopping we've reviewed and rated 23 products. Of course, you're going to need more room to store all this stuff; our Mac Workshop on page 32 shows you how to add a second hard drive, and our Tips & Tricks on page 30 shows you how to turn your old cassette tapes into CDs. There's lots more — dig in, and most of all, enjoy!

Warm regards,



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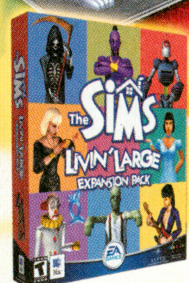
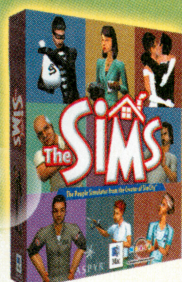
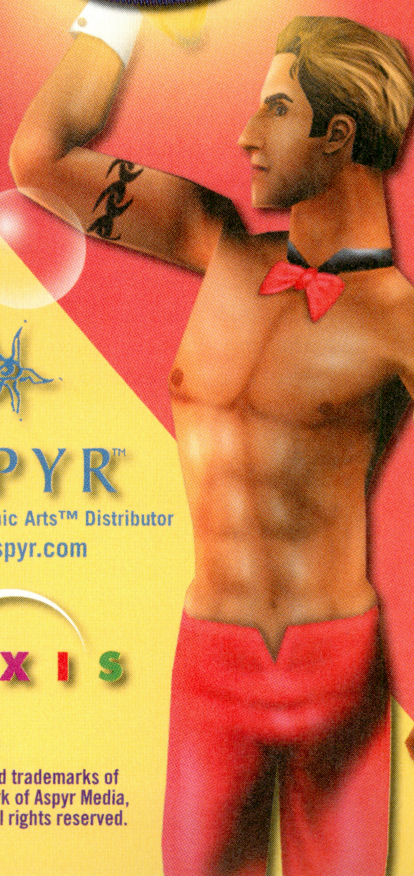
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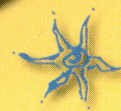
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Head of the Class

I have been a Macintosh user since 1984. I find *MacHome* magazine and *MacHome's Classroom* newsletter are what I need to keep abreast of current things available. The articles are written so a novice can understand them. Abbreviations are kept to a minimum.

In your latest edition I particularly liked the article on help for the color blind, *Apple's Disk Burner*, and how to build a weather station.

These are only a few of the excellent articles in this edition. Keep up the good work!

Jim Knight

✍ Visit www.machome.com to receive our two newsletters for free.

Network Old and New

I'd like to see an article on upgrading from an older to a new Mac. While my Performa 6300CD can do a lot more than I can, I nonetheless hanker for something newer and faster. But I hear too many problems about transferring what's in the old computer to the new one. I'll bet there are others with cash in hand who would also like to upgrade, but like me, are afraid to disturb the status quo and possibly lose more than we gain. Seems to me that sellers would do well to include the transfer of all the old stuff to the new computer so that the owner can log on trauma-free, without missing a beat.

Bill Henry

Sharing Files in the June issue of *MacHome* was a winner for me. I have an iMac and iBook. I wanted to transfer data from the iMac to the iBook and didn't know how; now I know.

Jack E Davis

✍ Keep sending article ideas to letters@machome.com. You're right that

setting up a new computer with old files can take patience. To get started transferring files in Mac OS 9, try the June 2001 *MacHome*. The July 2001 issue explains file sharing in Mac OS X.

Defining Moments

I very much enjoyed this issue. Although I've been using Macs for many years, I found the "Word Power" article in the September issue to be extremely useful for summarizing and presenting a great deal of information on a broad range of system interfaces and hardware details.

Also, I know I saw it in your excellent publication. I just can't find it now. I want to buy printer paper that transfers onto mugs. If it's not too much trouble, perhaps you remember the vendor.

Matt Provencio

✍ For tips on creating a personalized mug, look at the January 2001 *MacHome*. To buy supplies, visit www.paper-paper.com, www.thecraftypc.com, and www.mcgpaper.com.

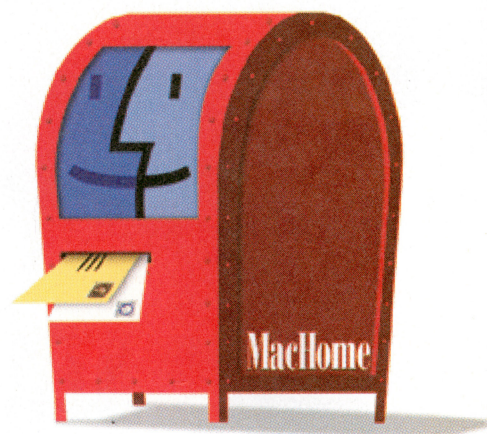
Fewer Paper Cuts

Just wanted you to know that I really appreciate the sturdier cover on the September issue. This just made it much easier to read your great magazine.

Sandy Willoughby

Apple Sellibration

For those of us in California's Bay Area, disappointment struck some months ago when a Mac-only retail chain, ComputerWare, closed its doors unexpectedly. I was convinced I wasn't going to set foot inside the nearby computer superstore, full on unknowledgeable staff and, it would seem, no clue as to the difference between a G4 and an iMac (though if you asked them about the PCs, they might be able to grunt and point). In this dire situation, you can imagine



how happy I was to discover that Apple was opening its own retail store chain, coming in to save the day again. Way to go Apple!

Chris Lopez

Do-It-Yourself Upgrade

I was able to do the RAM upgrade to iMac DV following the guidance in your July 2001 issue! An excellent example of the useful advice and counsel your publication provides! Had the article mentioned about the "keys" that need to line up on the RAM module and in the socket, it would have gone even faster! Anyway, good job!

John Mallon

Got Your Back

Recently I was satisfied with my version of OS 9.1, so I made a copy of my system folder and dropped it onto Disk Copy, making *SystemFolderCopy.img*. I put this into the Utilities Folder. I thought that was a shorter method should I need to recover the system than to start

write to us...

Please write us with your comments! All letters are assumed intended for publication and may be edited. You can reach us by snail mail at: 703 Market Street, Suite 535, San Francisco, CA 94103, or by email:

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with my Software Install CD and try to find all the upgrades with Software Upgrade and Apple's website.

Do you find any fault with my procedure? I thought it would serve in case I do some dumb things and upset my system.

Bill Rowe

That sounds like a good idea. For extra security, burn a CD with your current system folder; you could even boot-up from that disc.

More Virus-Prone?

I was dismayed to see that you had chosen Outlook Express as your favorite e-mail application.

Both in my job in a large corporation, and in private mailing lists I belong to, I have often been subjected to viruses propagated through Outlook and Outlook Express address books.

Recently, the administrators of a couple of mailing lists I belong to have asked people to stop using Microsoft mail programs, in order to reduce the incidence of viruses.

My own vote for the best Mac mail program is Eudora Pro, which is not only a strong, feature-rich program, but cannot be used to automatically forward viruses.

Bob Nicholson

Your email application isn't going to automatically forward viruses even if it is a Microsoft program. Forwarding or activating a virus in any Mac mail application still requires you to open an attachment or click Forward yourself.

iMac Transcription

I used to be nothing but IBM compatible, then I started working for a neurologist whose office is nothing but Mac. I had no choice but to work with Macs. Now, I am nothing but Mac!

I ended up buying one of the original iMacs about six months after introduction.

One of the neat things when you buy a Mac is the choice of a trial with one of three Mac related magazines. I choose MacHome. I have learned so much from your magazine and picked accessories and software after reading your reviews. Your CDs are the best!

I used my iMac 233 for mainly my job as a transcriptionist and purchased an iMac 400/10 GB for my 15 year-old son. I recently added to the family an iMac 600/40 GB and I am truly loving it. However, the only complaint I have is that I cannot run any of my transcription-related applications on OS X and have to open them in Classic. I hope this will change soon. Keep up the great work!

Sandi Baker

Ahead of the Game

I recently read your August 2001 issue, and came across the review of Baldur's Gate II. I became instantly interested in finding a copy. When I linked to www.macplay.com, all that was on the other end was a one page, text explanation of MacPlay as a company, and it directed me to Interplay.com. As you can probably figure, I followed the yellow-brick road to Interplay, only to find that a Mac version was not available. What gives? Where can I find a copy? It obviously exists, but no one has it!

Thanks for any help on the matter!

Nigel Holderby

You've mixed up the difference between a review and a preview — a simple mistake. The August issue looked at the game in development, but we have a review in this issue on page 21. The MacPlay website has been updated, and Baldur's Gate II is ready for you now.

25 More to Buy

Wow! Thanks for a great issue! I especially enjoyed the "25 Top Products" article. Now if I only had a zillion dollars to go buy all that stuff...

In the July 2001 issue, you reviewed and praised Pro Pinball: Fantastic Journey. I purchased this product but cannot figure out the commands to play it. I may be awfully dense but I cannot find this information in the documentation.

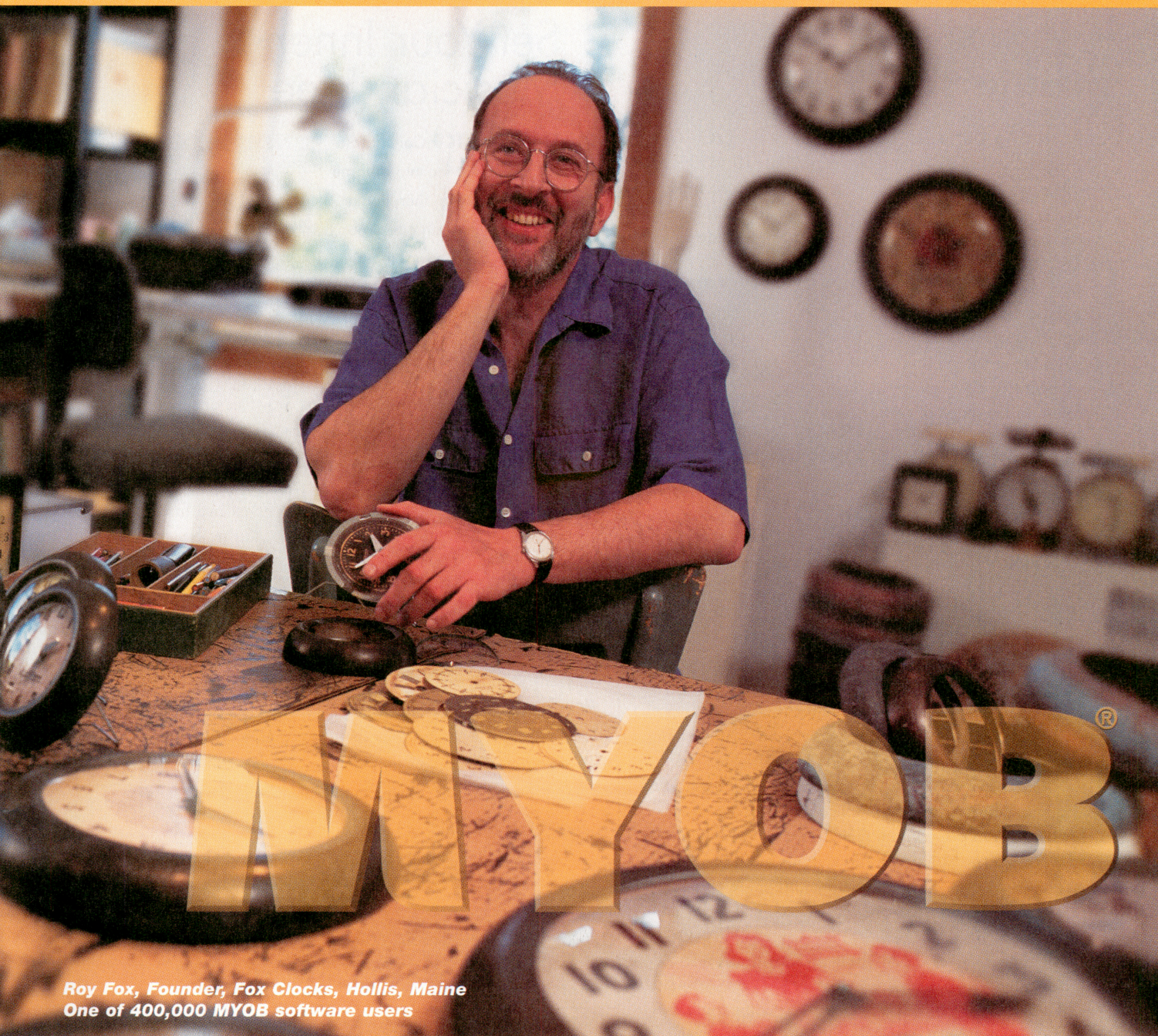
Suzanne Oliver

Game keys can be tricky, and they're usually configurable in the interface. Most games let you push Escape to locate menus that can change the keys. MH

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I'd rather create clocks than invoices.

If I wanted to keep books all day, I'd have been an accountant.



Roy Fox, Founder, Fox Clocks, Hollis, Maine
One of 400,000 MYOB software users

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LaCie Sees Blue

Featuring flat aperture grille tubes, the LaCie electron19blue III (\$499) and electron22blue III (\$999) monitors produce sharp, bright images with vivid, accurate colors and zero geometrical distortion at prices that can satisfy everyone from home users to media professionals.

The flatness of the electron monitors' screens reduces eyestrain and light reflection while eliminating the geometric distortion created by the rounded shape of standard tubes. As a result, LaCie says that the image you see on the screen is what you'll see in your completed video project or printout. Each monitor also has a dark blue frame to improve picture contrast and help the eyes focus on the screen.



The electronblue III monitor sports an 18" diagonal viewing area, a 25 percent increase over the display area of a typical 17" monitor. With a maximum resolution of 1,600 x 1,200 and a refresh rate of 76 Hz, the electron19blue III is ideal for anyone who thinks a 17" monitor is too small, but isn't ready to buy a more expensive 22" monitor.

LaCie's electron22blue III monitor features a 20" diagonal viewing area with a maximum resolution of 2,048 x 1,536 pixels and a flicker-free refresh rate of 80 Hz. For mainstream applications, both monitors allow users to select lower resolutions that are more appropriate for applications such as Word, Excel, and web browsers.

Each kit includes the monitor, its blue hood, and a video cable with a Macintosh adapter.

That's not all LaCie has to offer. The company has also released a FireWire DVD-RAM/R combo drive (\$689). The high-capacity of DVD-RAM and DVD-R discs and the drive's rewrite ability make it a good choice for those with a lot of data to back up, or anyone creating DVDs. The drive ships with cables, Mac OS drivers, one 4.7GB DVD-RAM, and one 4.7GB DVD-R. LaCie also offers 4.7GB DVD-R discs for \$12 as well as single-sided DVD-RAM media (4.7GB; \$25) and double-sided 9.4GB discs (\$45.)

LaCie, www.lacie.com, 503-844 4500

Set Your Inner-Musician Free

The Tonos TC8 Collaboratory turns your Mac into a home recording studio, then hooks you up online with other musicians so you can jam together. A \$30 annual fee delivers the TC8 digital 8-track recorder

and mixer, plus 40MB of storage space on the Tonos Collaboratory website. The TC8 lets you record, mix, and add sound effects; it also exports the music as .wav files or supports MP3 encoders. Just about the only thing it won't do is write the music for you — but it does let you network with other musicians who might have some suggestions. Try Tonos Collaboratory free for 30 days after sign-up.

Tonos, www.tonos.com



OS X Empowered by Applications

Programs taking advantage of Mac OS X's stability and speed are shipping faster than you can say "ten." Intuit's powerhouse financial manager Quicken 2002 (\$60) is now ready to crunch your numbers, and it not only runs on OS X, it'll run on OS 9, too. The new Quicken flags tax categories, reconciles accounts in a single click, and keeps all your online transactions in sync with your offline balances.

Intuit, www.shopintuit.com, 800-952-2558

Tell us what you think!

In the past several months we've changed MacHome based on your feedback. Please take a moment to let us know what's working and what can still improve. Thanks!

www.machome.com/feedback

New Canon Digital and Analog Solutions

Canon's latest consumer digital camera raises the megapixel mark. The PowerShot G2 (\$999) is a 4.0-megapixel model that has a host of other improvements under its champagne tinted body, too. Tweaks to the circuitry let the G2 operate twice as fast while using half the battery power as its predecessor, the G1. Other reasons why you experienced amateur photos should consider the G2 are its 13 image quality settings, each with three JPEG compression possibilities, so you can take advantage of the 4.0 megapixel CCD. Canon's Speedlite flashes can attach to the G2, and to make sure everything is set just right, the camera has a histogram mode that indicates areas of poor exposure on each photo.



The G2 sticks to the USB interface. And it can also send images directly to Canon's CP-10 printer. Image storage is handled via CompactFlash Type I, Type II, or IBM Microdrive.

What if you'd rather digitize your film? Give Canon's USB Film Scanner (\$599) a whirl. Designed to work with 35-mm and Advanced Photo Systems slides or negatives, the 36-bit FS2720U has an optical resolution of 2,720 dots per inch.

Canon, www.usa.canon.com, 800-652-2666

Macs Out in the World

If you have a Cube, rest assured that you own a piece of art. The *New York Times* reported that the Big Apple's Museum of Modern Art says so; after all, it's added the cast-off Cube to its collection of Mac paraphernalia.

Macs are not only art, they're flying art! Apple tells us that the Helios, an unmanned plane that runs off solar power, is piloted by a Mac. The Helios reaches Near Earth Orbit (NEO) and will supply broadband transmission at a rate of 1.5 megabits per second. It's expected to be a cheaper alternative to conventional communications satellites.

Cooking with Mac

Get your kitchen ready for Computer Cuisine Deluxe (\$15). The database program from Inaka Software lets you create and organize recipes via a graphical user interface. Navigation is simpler, with one-click sorting of entries by name, ingredients, and servings, this version of Computer Cuisine stands alone, unlike older versions which required FileMaker Pro.

Other new features include a Photo Menu for including digital photos of each dish, expanded help menus, and over 1,000 pre-entered recipes. Email and web functions are integrated to make it easy to share and find just the right recipe. Printing options range from getting hard copies of your photos to printing regular or jumbo-size versions of each recipe. Drop by Inaka's website to browse the Computer Cuisine Deluxe manual and see what else this program can do for you.

Inaka Software, <http://home.pacbell.net/inaka/>

Wacom Draws Again

Not content to rest on its Graphire2 laurels, Wacom has launched the Intuos2 series of pro-level tablets in five sizes, from 4" x 5" (\$220) to 12" x 18" (\$820). The Intuos2 series differs from the Graphire2 tablet (released over the summer) in sensitivity; its cordless Grip Pen, for example, has 1,024 levels of pressure. That's important for anyone using Photoshop or similar applications for professional projects, because the greater the number of pressure levels, the finer the detail the user can control with the tablet.

These pro models also include mice in addition to the stylus. The two smallest tablets bundle a nifty three-button mouse with a scroll wheel, and the bigger tablets add two more buttons to that design.

The software bundle includes Photoshop Elements for the smaller tablets; all sizes come with Painter Classic and Wacom's PenTools 3.0.2.

Wacom, www.wacom.com, 800-922-6613



Whumph! There It Is!

Willow Design understands what an iBook goes through during the course of a school day. So it designed the Whumph!, Slipcase (\$60), named for the sound it makes as student jams the covered iBook into a backpack. Two full carrying cases are also available. For Titanium powerusers,

Willow design offers the Jacques Pack backpack (\$152), and a selection of three carrying cases and two slipcases. Take a look; there's nothing worse than losing data thanks to a bump in the wrong place.

Willow Design, www.willowdesign.com, 800-668-1109

More Printers than Tribbles

Epson has been deceptively quiet lately. The big secret is out, though: three new USB inkjet printers. The Stylus Color C40UX, C60, and C80 debut this fall with prices that won't break a budget. And if that's not enough news for you, the Stylus Photo 820 will also be teasing your wallet.

The C40UX (\$79) is the all-purpose, home printer of the line, with 1,440 x 720 dots per inch resolution. The tray holds 100 sheets of paper and 10 envelopes; once the job starts rolling, the C40UX spits out 3.5 color pages per minute and 8 ppm in plain black.

At \$99, the C60 bumps the resolution to 2,880 x 720 dpi, making this a better choice for professional use. It also smoothes edges automatically and strives for realistic skin tones, making image print quality a notch higher than with the C40UX. The tray is the same size; the speed is faster — 8 ppm for color, 11 ppm for black.

The flagship model is the C80 (\$179). There are three flavors: the C80, ready for optional Ethernet; the C80N, with Ethernet built-in; and the C80WN, which uses wireless Ethernet that runs via the AirPort standard. Its tray holds 150 sheets and 15 envelopes, and you'll run through that much in no time because it prints 20 black ppm, and only takes 42 seconds to print an 8 x 10" color photo in Normal Print Mode. Auto-edge smoothing and improved skin tone, of course, are included on these models as well.

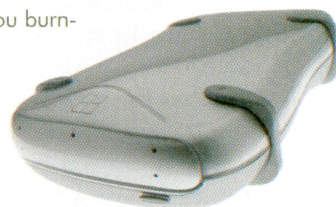
Epson also introduced the first uncoated inkjet paper, its Bright White Premium brand. It allows double-sided printing, making it an economical choice for anyone in the SOHO niche who wants to save money without sacrificing the convenience of printing hard copies of important emails and web pages. A 500-sheet ream of letter size paper runs around \$9.

Epson, www.epson.com, 800-922-8911

Think Faster. Think Quieter.

Formac managed to do two things at the same time — make its FireWire CD-RW drive faster, and quieter. The 24X10X40X CD-RW (\$389) has a new shell that muffles the drive noise (which wasn't horrendous to begin with.) But now the kids won't hear you burning CDs of

Britney Spears' music.



With a read speed of 40X, rewrite of 10X, and write speed of 24X, duplicating 650MB of data on to a disc will take a slim three minutes. It also uses BURN Proof technology to eliminate copy errors. The drive ships with Roxio's Toast 5 software.

Formac, www.formac.com, 877-436-7622

FileMaker Pro Plugs in Email

POP3it (\$65), a new plug-in for Mac OS 8.6 or higher from Comm-Unity, downloads email into your FileMaker Pro 4.x database. The software automatically checks email, and can download messages into a directory or parse them into relevant database fields, making it handy for anyone taking customer orders via email. Attachments are filed into a user-specified folder.

*Comm-Unity Networking Systems,
www.pop3it.com*

"...the future of the MYTH series looks bright indeed."

GameSpot

We have fought them at every advance,
have sacrificed ourselves for every inch of
scarred red earth they now plague.

Yet, the ancient walls of Llancarfan
are all that remain.

We will stop their advance here, at these gates,
or their tide of death will swallow the world.

MYTH III

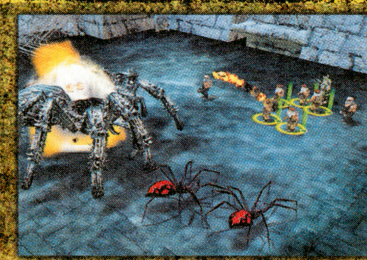
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FALL 2001
myth.godgames.com

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More Cameras Than You Can Shake a Memory Stick At



Sony continues to fill out its line of digital cameras, this time adding the Cybershot DSC-P3, DSC-P5, and DSC-F707. To cap it off, Sony also created a new photo printer. The DPP-MP1 (\$280) is a miniature printer that weighs less than a pound and can receive images either from your Mac via USB or from the camera's Memory Stick. Images are printed on paper about the size of a business card.

Now on to the cameras:

The DSC-P3 (\$500) boasts a 3.34-megapixel CCD and 3X digital zoom, thanks to a fixed lens. Its big brother, the DSC-P5, has a 3.34-megapixel CCD as well, but also a 3X/6X optical/digital zoom.

The powerhitter of the trio is the DSC-F707 (\$1,000) has a 5-megapixel CCD and lens that sports a 5X optical zoom. It also has a host of "snap a better picture" tools, including a NightShot mode for shooting under low light conditions and Hologram AF, which sounds like something you'd see on Star Trek, but is actually a laser focusing system designed to pinpoint your target in the dark.

Each camera is bundled with an 8MB Memory Stick for image storage, USB cable, AV cable, and AC adapter along with a battery. Sony, www.sonystyle.com/digitalimaging, 888-420-7669



OmniGraffle Diagrams OS X

The Omni Group released OmniGraffle 1.1, a diagramming application built for Mac OS X. OmniGraffle can help plot stories, design databases, or even show how diseases spread in a closed population. If you're just tired of letting sticky notes drift like canary feathers across your desk and want to organize your thoughts in a better way, check it out.

New to OmniGraffle 1.1 are editable palettes, document templates, magnetized shapes, a customizable toolbar, multiple information windows, and support for custom shapes.

Viewing, printing, and saving Graffle documents costs nothing. You can also do anything you want for free to any number of documents that contain less than twenty items, so you can get a feel for how the program works by drawing graphs or playing with the animated layout. Any individual who has OmniGraffle 1.0 can upgrade to 1.1 for free. If you don't fall into any of the above categories, OmniGraffle 1.1 costs \$110. "Help us get feefthy stinking rich. Well, ok maybe not rich, but successful enough to write some more apps you'll love," marketing rep Manny Chao said. "Also, we're a small company, so when you buy an app from us it gives you a warm fuzzy feeling in your tummy, like if you ate some sweaters."

The Omni Group, <http://lommnigroup.com>

ATI Radeon 8500

ATI has announced two graphics cards for the Mac; the Radeon VE lets you run two monitors together, and the Radeon 8500 delivers a new standard in video card power.

The Radeon VE packs most of the gusto of ATI's previous Radeon card into a dual-monitor solution. It's reported to be almost as fast as the original Radeon, giving speed to games, video, and other graphics tasks.

The new Radeon 8500, however, is the next generation in ATI's line. It has enough ATI-developed technologies to fill a Scrabble board including tools to shade and render scenes with more realism than previously possible. The most exciting technology is called Trueform, which can smooth jagged 3D objects with almost no extra effort from applications' developers. ATI says it's just a manner of turning on a switch, and Trueform can interpolate more curved shapes out of typical polygons.

The Radeon VE is available now and costs \$129. The Radeon 8500 is also in stores and costs \$399.

ATI, www.ati.com,
905-882-2600

OS X in Timbuktu

Timbuktu Pro (\$180) is done with its OS X makeover. This program lets you connect any combination of Windows and Mac computers to a network or the Internet, and control them remotely. Its remote control and file transfer software lets you quickly transfer files and folders without waiting on email, send instant messages, and even talk via voice intercom. Improved security rounds out this latest version.

Netopia, www.netopia.com, 800-485-5741

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enough to bring down Ultor and
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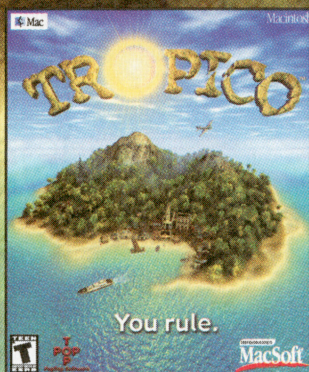


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The Best Games Are Built for M



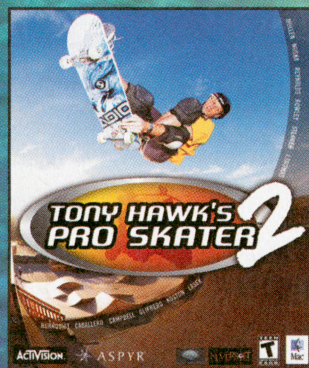
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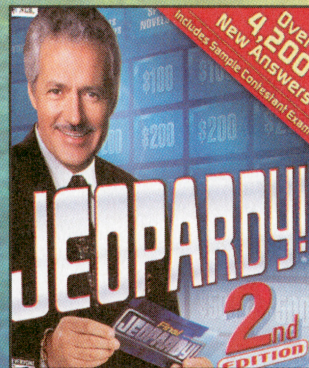
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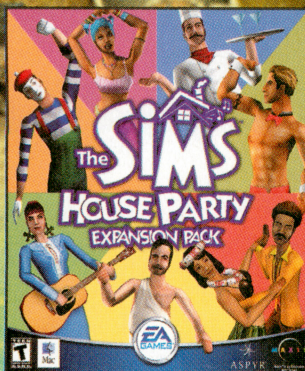
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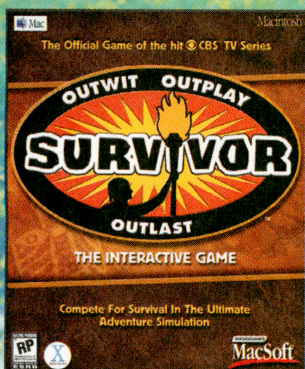
Mac OS X



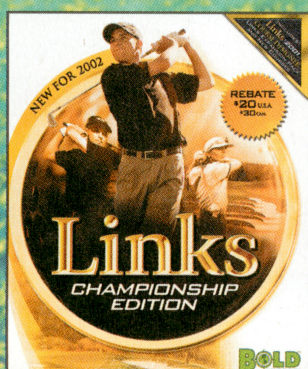
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www.apple.com/games

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Just in time for the cold winter months, Mac game publishers are in the process of releasing a slew of hot titles. More than a dozen games are expected to land on shelves in the next few months. We chained ourselves to G4 game machines and subsisted on rainwater and the ability to photosynthesize monitor emissions, in addition to hours of meaty gameplay. Once we were thin enough to slip free of the chains, we put together our picks of the upcoming titles. Here's where to spend your lunch money.

10 Reasons to Play Indoors

By Zack Stern



Red Faction

After building steam for months, Red Faction is ready to give you a blast of first-person action. Tunneling through a series of Martian mining colonies, you must fight your way to the surface on a quest to stop a syndicate from controlling that planet or even Earth. The weapons and story are typical FPS fare, but the terrain is unique. Powder through rocks and tunnels to progress. Some items can't be destroyed, but finding the vulnerable ones can lead to shortcuts and hidden areas. The graphical quality of the game is also trend-setting; the explosions, stalagmites, and architecture best nearly every other current FPS.

The Stats

Graphic Simulations Corporation
www.graphsim.com
Out Now!

Genre: First Person Shooter
Why It's Cool: Deformable architecture
We Want It: 🍷🍷🍷



Otto Matic

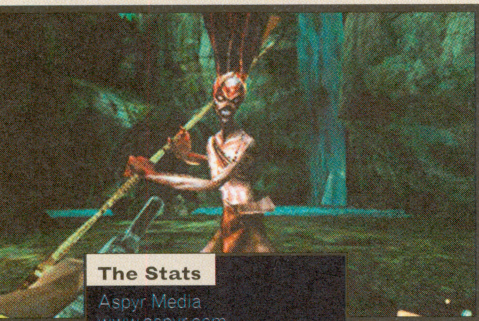
The Stats

Aspyr Media
www.aspyr.com
Out in December

Genre: Third-Person Shooter
Why It's Cool: Campy alien action
We Want It: 🍷🍷🍷

Otto Matic, developed by Pangea, takes a few cues from Bugdom. They both feature 3D third-person action, but Otto Matic takes a sci-fi approach. Playing as a robot, your quest is to protect the humans that aliens are trying to abduct and control. Pick up a ray-gun and backpack-jet fuel to be fully equipped.

The best part of Otto Matic is its style. The music, aesthetics (like killer mutated onions), and graphics belong in a 1950s alien movie.



Clive Barker's Undying

From a collaboration with horror giant Clive Barker comes a first-person shooter with enough zombies and monsters to satisfy any fan. Four siblings are haunting the estate of an old friend, and

you're out to play ghostbuster. Stop the ghosts from killing him in order to keep further evil from unraveling. Built on the Unreal Tournament engine, the production of Undying focused on story instead of technology. The result is a compelling FPS.

The Stats

Aspyr Media
www.aspyr.com
Out Now!

Genre: First-Person Shooter
Why It's Cool: Effective horror shooter
We Want It: 🍷🍷🍷

Hype-O-Meter

- 🍷 Wait for the demo before deciding on this game.
- 🍷 Shows some promise; it could get better before release.
- 🍷 Watch for this game; it'll give hours of fun.
- 🍷 Worth dreaming about, count the days until this one arrives.
- 🍷 Guaranteed hit — call in the preorder.

The Stats

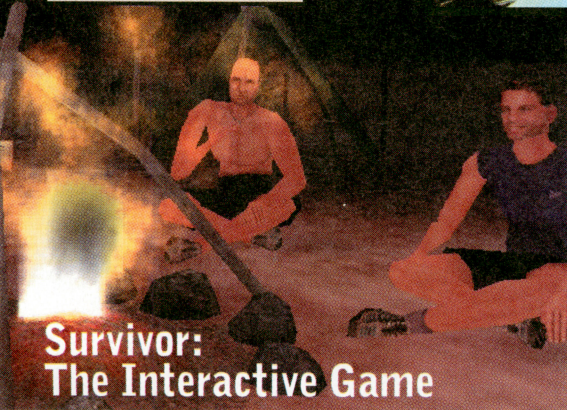
MacSoft
www.macsoft.com
Out in November
Genre: Simulation
Why It's Cool: Vote-off your friends
We Want It: 🍷🍷🍷🍷



Giants: Citizen Kabuto

The Stats

MacPlay
www.macplay.com
Out Now!
Genre: Third-Person Action
Why It's Cool: Kabuto's fangs
We Want It: 🍷🍷🍷🍷



Survivor: The Interactive Game

We're still missing some details on Survivor — look for more information next month. For now, we have just enough to pick this as a game to watch. Choose a cast member from the second and third season of the TV show, or create your own to do battle. In a balance of text screens and 3D graphics, lead your survivor through 24 challenges, vote off enemies, and even pick up some real survival skills. LAN and Internet competition means that you can play an office pool or long distance match-ups with real people.

The Stats

MacSoft
www.macsoft.com
Out Now!
Genre: RPG
Why It's Cool: Create your own story with friends
We Want It: 🍷🍷🍷🍷



Vampire: The Masquerade — Redemption

Vampire adapts a pen-and-paper role-playing game to the computer with solid results. As Christof, a holy warrior, you're charged with riding a medieval village of evil creatures and undead monsters, only to become one of those enemies. Now faced with immortality, your quest expands to seek justice for your transformation across hundreds of years.

Vampire, like many of our favorites, includes detailed 3D graphics from a third-person view to draw you closer to the detailed story. When finished with the single-player adventure, challenge or cooperate with friends in multiplayer games where you control the story.

The Stats

MacPlay
www.macplay.com
Date classified
Genre: FPS/Adventure
Why It's Cool: Mod spy action. And fluffy slippers.
We Want It: 🍷🍷🍷🍷



The Operative in: No One Lives Forever

Supersecret superspy Cate Archer faces the usual sleuthing and infiltration from a '60s undercover adventure. Classic scenarios send you skydiving, searching for answers, and tip-toeing through dangerous situations. A fun adventure story mixed with FPS action would make Agent 99 proud.

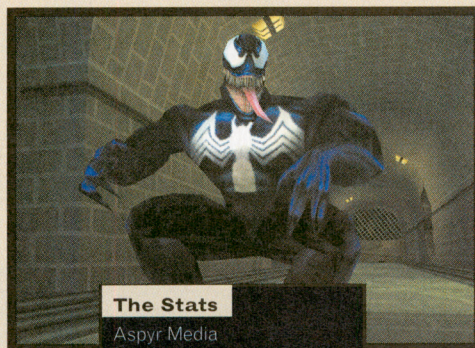


The Stats

Graphic Simulations
www.graphsim.com
Date To be announced
Genre: Simulation
Why It's Cool: AI creatures and giant evil cows.
We Want It: 🍷🍷🍷🍷

Black and White

Black and White is a fairly free-form simulation in the style of virtual pets. The difference is that these creatures are more intelligent and able to learn from you than previous artificial intelligence creations. Oh, and you're a god who not only manages the creature, but you also may cast your favor or wrath on villages. Expansive 3D landscapes serve as your backdrop in ruling the planet. As the game unfolds, your choices and morality dictate the reaction of the people, creature, and world. The buildings and other elements in the game change with the disposition of your creature between sinister and saintly.



The Stats

Aspyr Media
www.aspyr.com
Out in November
Genre: Third-Person Action
Why It's Cool: Human spider acrobatics
We Want It: 🍷🍷🍷🍷



Sacrifice

Sacrifice flings you into a world of unrest, contested between five gods.

Choose your allegiance with Earth, Air, Fire, Life, or Death, and take on the rest in a battle to the finish. Master the spells of your chosen gods and vanquish its foes. In detailed 3D settings, you must plot your deliberate attack or risk losing to other, less cool, deities.

Spiderman

Cross Peter Parker with a radioactive spider and you've got one of the great comic book franchises. As Spiderman, you'll sling webs throughout New York in third-person 3D, unraveling a major crime. As often happens, the citizens misunderstand the spider, and he has to sort out the events while under the scrutiny of the city. Cast webs, leap off buildings, and swing above the streets in true Spiderman-bliss.

Plot Recap

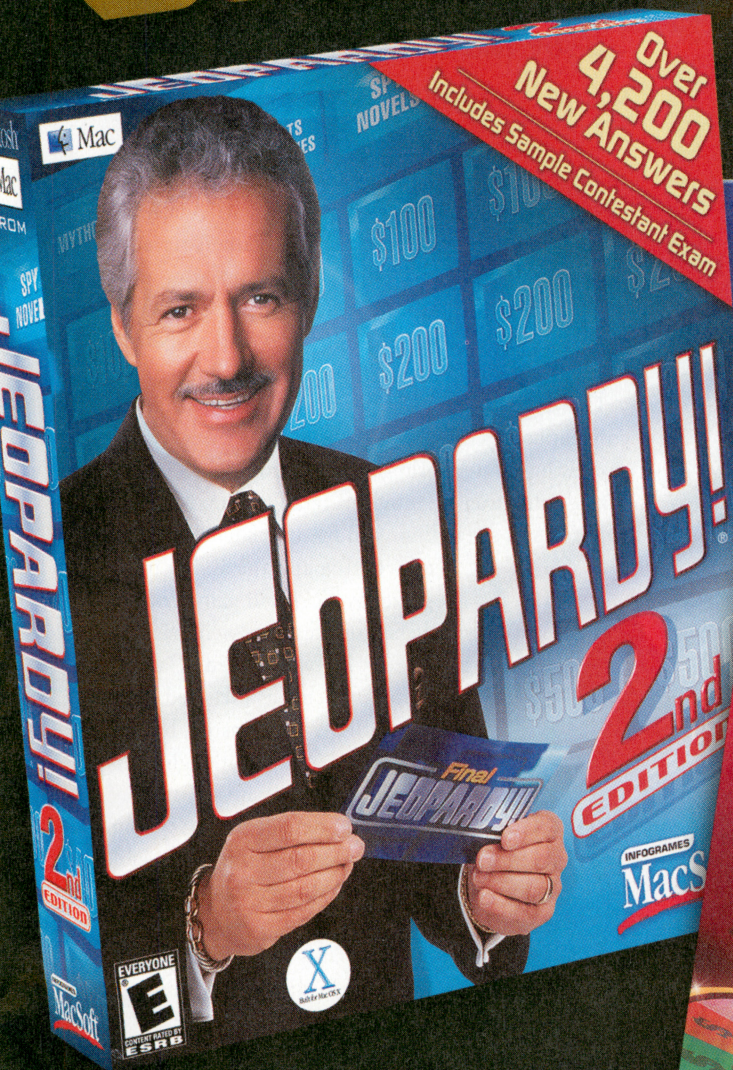
Shuffle a dozen common story elements to reveal the hottest games:

In the Game:	You Play a:	Who Must:	While Avoiding:	In a Battle for:
Red Faction	Martian miner	Unravel Ultor Corporation	Waves of security forces	Mars and Earth
Otto Matic	Robot	Save the humans	Space aliens	The world
Survivor: The Interactive Game	Survivor contestant	Control the wilderness and other residents	The other residents	The virtual wilderness and virtual money
The Operative in: No One Lives Forever	Secret agent	Unravel H.A.R.M	Sharks and enemy agents	The world
Giants: Citizen Kabuto	Giant, space alien, or mermaid	Control the island	The other residents	The island-world
Vampire: The Masquerade — Redemption	Vampire	Save your love	Bad Vampires	Her soul
Clive Barker's Undying	Occultist	Reclaim the estate	Waves of undead	Your friend's soul
Black and White	God	Control the lands	Upheaval	Your peoples' adoration
Spiderman	Man-spider	Find Mary Jane	Supervillains	Mary Jane's life
Sacrifice	Wizard	Control the lands	Four other gods	The world

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Games On

By Corey Tamás

OS X

If there's one thing that Mac users have figured out in the last few months, it's that **OS X changes many things they understand about the Macintosh**, and the world of gaming is no exception.

In fact, the response from game publishers to the advent of Mac OS X has been huge, particularly at this summer's Macworld Expo, and gamers were heartened to see the bright blue "X" appearing on retail game boxes indicating that the game within will work on Apple's bold new operating system. Nearly every commercial, boxed title features that logo.

Gaming for OS X, however, is not limited merely to what comes off the shelf. As always, there is an interesting underworld of gaming coolness available outside the usual channels of retail and mail order. OS X is still struggling with features such as game

networking and the ability to recognize joysticks and game controllers; both features were handled in OS 9 by software called "Game Sprockets," which was included in the classic operating system install, but is absent in OS X. Even with the glitches and minor problems that are a natural part of an evolving, new operating system, OS X has pushed ahead mightily as a viable gaming platform, and the proof is in the software.

Chess. Surprised that this classic qualifies as one of the exciting steps in the OS X gaming frontier? Don't be. Apple's chess game, rendered in a tasteful 3D, offers a gorgeous spin on the ancestor of all Turn-Based Strategy games and, best of all, it's completely free as part of the standard OS X install.

Even the best Chess game has its limits in the thrills department, however, which is why the OS X gamer will want to step forward into the realm of commercial or free games that can be found out there on the internet.

Airburst is a shareware title available from Strange Flavour (www.strangeflavour.com) that's as enjoyable to play as it is beautiful to look at. The player protects balloons from other players seeking to burst them by flinging razor-sharp weapons at one another. To say that Airburst is cute is like saying Bill Gates is comfortably wealthy;



this game is the very definition of adorable graphics and charming characters, which makes it a great choice for kids that want to get their game on in OS X. In addition, Airburst also offers 12 different game types and an almost infinite number of levels, so not only are gameplay and super-cuteness present, but longevity as well.

Sticking with the airborne theme for a moment, those who have always wanted to fight fires from the sky will be happy to get their hands on **Bushfire**. Also from Strange Flavour, this game is reminiscent of the side-scroller games of the '80s in that the player views a helicopter from the side while dumping water on a forest set ablaze by dropped cigarettes. Branded as strangeware, Bushfire is a paltry \$3 to register, but if you are so broke you can't even afford that you'll be happy to know that all the game's features are enabled whether you register or not.

Moving out of the skies and into the parlor, Freeverse (www.freeverse.com) has struck forth to become a champion of OS X gaming by giving Carbonized versions of its work to the world (a "carbon" game can be played either in OS X or OS 9). Freeverse is known for terrific card games, and **Burning Monkey Solitaire** (BMS) is both off-beat and cute. You'll find Klondike, Strict Klondike, Freevell, Canfield, Pyramids, and other solitaire game variations available in BMS, not to mention a whole lot of monkeys. This is likely the best solitaire game the Mac has ever seen, and it's 100% OS X friendly.

To move beyond cards and chess, we recommend **GL Tron** (www.gltron.org). Based on the Disney movie, *Tron*, of the early '80s, this game brings the high-speed and quick-reflex "light cycle" arena



to OS X. A thin 3MB download, GL Tron puts you in the seat of a futuristic motorcycle that leaves a colored trail behind as you rocket forward. Your opponents are similarly equipped, and the object is to avoid colliding with one another's trails (as well as your own). Quick reflexes and a lightning-fast strategic mind will make you a winner, and the beautiful Open GL graphics make the game worth playing even if you smash up.

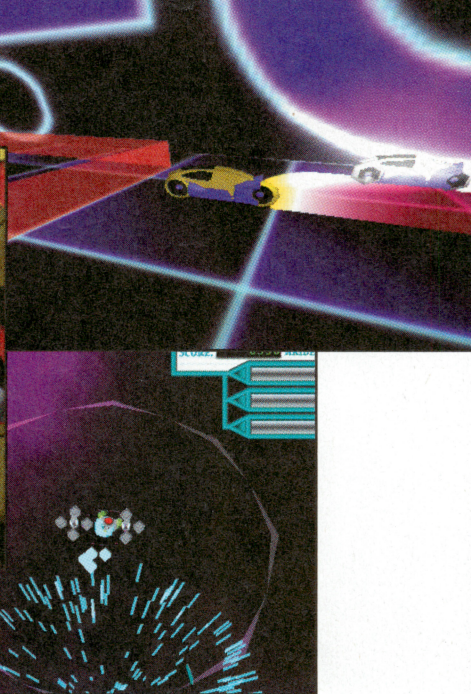
Another very fine action game is **Vortex NG** from Feline Entertainment (<http://homepage.mac.com/felinegames>). Vortex borrows heavily from the game Tempest, originally an arcade game from Atari that positioned the player at the lip of a 3D tunnel and charged them with the duty of fighting back enemies crawling out of it. Sound familiar? Don't be so sure. Rather than recycle the Tempest gameplay from top to bottom, Vortex NG adds a factor reminiscent of Atari's Breakout; floating blocks obstruct your path and, as you move around the lip, you must bounce a ball to dispatch them. Aside from looking fabulous and running smoothly on OS X, Vortex NG is also a great multiplayer game.

Mac gamers from way back will recognize the name **Glider Pro** (www.casadyg.com). Once a staple on the hard drives and floppies of Mac Plus and SE owners, Glider Pro has now migrated to Apple's cutting edge operating system with its unique style of gameplay. The player controls a small paper airplane, nudging it to stay afloat. By

passing over air vents or fans, the lowly glider gains height and can drift a little further through the empty house, searching out goodies. Alas, the world is a treacherous place for paper gliders, with candles and paper shredders lying in wait to confound the quest for freedom. The rush of nostalgia for those of us who put in more than a couple of hours trying to save an airborne piece of paper is worth the light 2.1MB download.

Speaking of blasts from the past, Ambrosia and Sam Lantinga (www.devolution.com/~slouken/Maelstrom) have created an OS X version of **Maelstrom**. Piloting your small, bulbous spacecraft through a thick field of gigantic asteroids, the player has to contend not only with gigantic pieces of rock but also with hostile aliens and swirling wormholes that suck the ship into a spinning death. Best of all, it now includes a networkable game feature.

As OS X gains a greater hold on the gaming community, more games will come out of the woodwork; not only from your favorite software vendor, but also from the creative minds that lurk in bedrooms and home-offices all over the world that use their talents to further the cause of quality time wasting. Stay on top of the latest releases by checking out Apple's OS X game page (www.apple.com/downloads/macosx/games/), and keep that download trigger finger ready.



What's in a Game?

By Corey Tamás

You're probably hearing a lot about how great a time it is these days for gamers to own a Macintosh. If you're not already an avid gamer then there's no doubt the deluge of great games coming out this year is going to tempt you to jump in. The problem is, where do you start? You might have spent hours with Pac Man in 1981 or lost a few afternoons to Myst in 1995, but games have gone from being a waste of "serious" software to being a gigantic market stuffed with categories, sub-categories and sub-sub-categories. Here we'll make sense of the gaming nomenclature so that novice and expert alike can put a little thought into what kind of pastime it is they're looking for. Knowing what's out there will not only help you find the right game for you, but also steer you away from the games that unequivocally aren't.

Arcade

The arcade style harkens back to the days when users would pay a quarter and try to make it last all day. Arcade games put an emphasis on getting into the fray quickly and racking up high scores without a lot of plot development or fanfare. Arcade games are perfect for those folks who

want to squeeze in a few minutes of recreation during lunch breaks, for instance. Some currently available arcade-style titles are Beach Head 2000 (MacSoft), Vortex New Generation (Feline), and Galactic Patrol (Monkey Byte Software).

Is it for you? Arcade games are about action. Get in the game, play it hard, and leave it. If you want to relive the right-here, right-now excitement of the eighties cabinet game, then the arcade genre will get you where you want to go in a hurry.



Third-Person

Those who graduate

from consoles like the Playstation or Nintendo 64 will ease right into this genre that puts the vantage point over the shoulder rather than in first-person perspective. Third-Person games tend to be somewhat less violent than their first person counterparts (though not always) and often give a bit more weight to adventure and puzzle-solving. Many Third Person action games work best with a gamepad or controller (see "Getting Started") to give them that authentic console feeling. Tomb Raider: Chronicles (Aspyr Media), Deep Space Nine: The Fallen (Simon & Schuster), and Alice (Aspyr Media) are all examples of currently available Third-Person games that have captured the interest of Mac gamers.

Is it for you? If you're graduating from a console like the Playstation or Dreamcast, you'll be used to the way it feels to see yourself in third person and will likely get the most out of this genre.



Role-Playing

The Role-Playing Game is the logical evolution of the old pen and paper Dungeons and Dragons in which the player gradually evolves a character through experience, exploration, and combat. Baldur's Gate II (MacPlay), and Deus Ex (Aspyr Media) are both examples of games in which the player strives to tailor the character over time to have the skills (and weaknesses) of their choosing.

Is it for you? If you like starting the game with a basic character that you can mold and shape to your own tastes and skill set, you're going to love the Role Playing Game genre. Anyone who ever owned a set of dice with more or less than six sides will find that the RPG genre fits like a magical glove.



First-Person Shooter

The first person shooter gets its name from the perspective of the player in the game, which is (surprise) in "first-person." The FPS game eschews the remotely controlled avatar in favor of seeing the game world through the player's eyes, steering the environment around his or her perspective. Aside from the unique vantage point, the FPS is known for extreme violence. Games like Quake III: Arena (Activision), SiN: Gold (MacPlay) and Rogue Spear (MacSoft) demonstrate an emphasis on the hyper-realistic "kill or be killed" style of gameplay which has garnered media controversy over the last few years, and most other titles in the FPS category tend to follow suit. FPS games tend

to enjoy a strong online community and most incorporate some kind of networkable gameplay.

Is it for you?

While many First Person Shooters are

a bit more cerebral, sooner or later it always comes down to a "shoot to kill" situation. If you have a strong stomach for violence and you enjoy the illusion of pulling the trigger with your own finger, the First Person Shooter is your bag, baby.



Strategy

There are two flavors of strategy.

A Real Time Strategy game charges the player with playing in a strategic way while the clock is ticking. Games like Starcraft (Blizzard), Myth II (Bungie), and Tropico (MacSoft) all demand the player use his or her allotted resources tactically. A typical RTS motif (such as that of Starcraft) is for the player to gather limited resources like gold, minerals, metal, or whatever and then slowly build a base of operations. Then an army can be built and deployed against an opponent. Like the First Person Shooter, RTS games enjoy a healthy online community.

The other sort, Turn-Based Strategy, works like classic board games such as Risk, where you manage several elements at once and have ample time to plan. Unlike Real Time Strategies, players take turns making moves. Civilization II (MacSoft), Alpha Centauri (Aspyr Media), and Heroes of Might and Magic III (3DO) are excellent examples of this genre.

Is it for you? Running around with guns blazing isn't your cup of tea, but you still have nerves of steel and enjoy games in which victory depends on sharpness of mind rather than the accuracy of bullets. If forethought and reflection make your game and chess sounds better than Capture the Flag, then strategy is right up your tree.



Getting Started

If you want to get in the game you're going to need to prepare yourself and your machine. Here are some must-have items that will get you ready to embrace your productivity killer with verve:

The Operating System: Making sure that you've got the latest release of the Mac operating system, whether it be OS 9 or OS X, is vital. With every revision of the OS you'll find that 3D performance improves, networking gets stronger, and flexibility for input devices like joysticks and gamepads increases.

3D Hardware: Not all games make heavy use of 3D graphics, but those that do will benefit from the best video card your machine can accommodate. Companies like Nvidia and ATI lead the race for Mac-compatible 3d hardware (though only ATI offers a retail product, both offer build-to-order options for your new Mac). Not sure if your game requires 3d hardware muscle? Check the system requirements on the box or in the manual.

Keyboard and Mouse: You can't make a top-notch omelette without quality eggs, so don't expect to enjoy the best your favorite game has to offer if your mouse and keyboard are in disrepair. As many games rely on these two staple Mac tools, be sure to keep them clean and in working order. Looking to replace them with something more robust? Try MacAlly (<http://www.macally.com/>), Logitech (<http://www.logitech.com/>) or even Microsoft (<http://www.microsoft.com/>) for some great Mac-friendly mice and keyboards.

Controllers: Even if your mouse and keyboard are working great, think about going a step further by getting a dedicated game controller or two. MacAlly (<http://www.macally.com/>), Saitek (<http://www.saitekusa.com/>) and Gravis (<http://www.gravis.com/>) all make excellent Mac-friendly controllers.

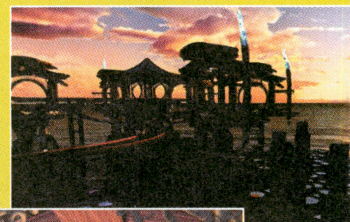
Attitude: It's a jungle out there... shoot first and ask questions later.

Adventure

An adventure game is typically like being transported into a story, where you move in a step-by-step motion through a plot, solving puzzles and using your deductive skills along the way. Escape From Monkey Island (Aspyr Media), and Myst III: Exile (Ubi Soft) both present worlds in which you solve complicated plot-driven problems, the success in which is dependant on your

ability to be observant and apply a bit of creative problem solving.

Is it for you? This is low-stress gaming where puzzles and discovery are the order of the day. Combat and strategy rarely play a part in an adventure game. Rather, a detective-like ability to put together clues will beat hot-headness and aggression. Adventure games are a great alternative for those who want to play something a little different than the popular FPS or RTS genres.



The Simulation, or "Sim" game takes a number of diverse forms, but the factor they all have in common is a meticulously created environment in which the player actually feels like they're doing "the real thing." Falcon 4.0 (MacSoft), for instance, puts the player in the cockpit of a fighter jet and demands an almost encyclopedic knowledge of pilot-

Simulation

ing to survive. The Sims (Aspyr Media), on the other hand, recreates a realistic home environment in which the player helps the inhabitants thereof lead happy, successful lives by attending to every basic need all the way from toilet habits to career choices. Almost the antithesis of the Arcade game, the Simulation game emphasizes realism over thrill-a-minute gameplay but demands very close attention from the



player.

Is it for you? Micromanagement and realism are the watchwords of the simulation genre, and if you love an arguably more "mature" game that gives you the feeling of being there then you've found your niche.

"Tropico takes the addictive building gameplay style of Railroad Tycoon II and adds an ample drop of banana republic intrigue to create a truly absorbing game."

—Apple.com

"A refreshing twist on the old building theme."

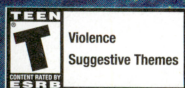
—Computer Gaming World

You rule.

TROPICO™



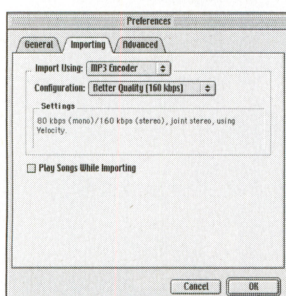
You are the newly-installed dictator of an obscure Caribbean Island. You must create a life of prosperity and happiness for your people. Success will bring the praise of your people, along with a fat Swiss bank account. Failure? Well, there's always martial law.



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Optimal Audio Quality

iTunes certainly makes it easy to convert music tracks to MP3. Pop in the CD, click the import button, and in a few moments the tracks are copied and compressed. iTunes actually has three compression settings for MP3 audio, however.



Launch iTunes, and select Preferences from the Edit menu. Now click the Importing tab at the top of the Preferences window. The default setting is Better Quality (160kbps), which offers a good compromise between file size and audio quality. Music that has a lot of loud, aggressive guitar riffs may benefit from High Quality (192kbps) encoding, which better maintains the integrity of the audio. On the other hand, you may want to download the tracks to an MP3 player. Since the portable devices tend to have limited storage space, it may be a best to select Good Quality (128kbps) to reduce the size

of the MP3 track. A fourth option allows you to customize the encoding method. A new window appears, offering you a gamut of compression settings. You might want to use Variable Bit Rate Encoding (VBR), and select Medium

High or High from the Quality menu. VBR automatically adjusts the bitrate to provide the best possible audio quality. You must be cautious when using VBR, however. Although iTunes has no problems playing these tracks, some older portable players may not be equipped to handle VBR audio.

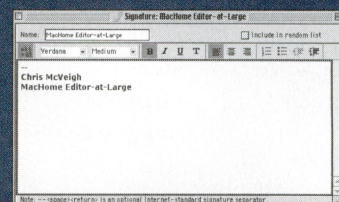
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Automatically Sign Your Email

Have you noticed how email from some people ends with the exact same lines of text, perhaps containing the sender's name and a personal quote? This is called an email signature, and almost all email applications allow you to specify a set of signatures that can be added to the messages you send. This can save you time, too, since you won't have to type your name and particulars each time you send a message.

In Microsoft's Outlook Express and Entourage, select Signatures from the Tools menu. After the Signature window appears, click New in the top left. This creates a new signature file. Give your signature a descriptive name, and press tab to skip to the message body. You can write a signature of any length, but it's probably best to be succinct. You can also use HTML to set the font,



size, color, and other formatting, but if you send your message without HTML formatting, the signature will also appear without HTML formatting. Close the window, and click Save. Now, create a new message. Once you're done, you can select your preferred signature from the Signature popup menu at the top of the message window. All you need to do now is click Send!

In Apple's Mail (Mac OS X), select Preferences from the Mail menu. Once the Mail Preferences window appears, click the Signatures icon, and then click the Create Signature button at the right. This creates a new signature file. Give your signature a descriptive name, press tab, and enter your signature. Click Okay to return to the Mail Preferences, and then check off the option that allows you to choose the signature when composing email. Close the window, and then create a new message. Once you're done, select the signature of your choice from the

Signature popup menu to the right.

Did You Know...

There are more than **18,000 products for your Macintosh?** Find them all at Apple's Macintosh Products Guide Website:

<http://guide.apple.com/usindex.html>

Convert your Cassettes to CDs

Our migration from cassettes to compact discs has been swift. CD players are now standard equipment in most cars and cassette decks are rapidly disappearing from home stereo systems. This has left many of us wondering what to do with our aging cassette collections. It's a particularly distressing

(left and right RCA jacks). You'll also need to purchase a stereo cable with left and right RCA plugs at one end and a standard headphone-style plug at the other end. Lastly, you'll need to find recording software. I recommend using Felt Tip Software's Sound Studio, a \$35 shareware application that can be downloaded at www.felt-tip.com.



issue if you have old recordings of your high school garage band or the crooning of a loved one long since departed.

Thankfully, you can use your Macintosh to record the audio tracks and burn them to a compact disc. You'll need to have a CD-R drive, of course, and an audio system with stereo output

Connect the cable to the stereo's audio output at one end, and your Macintosh's audio input at the other. Now expand your Control Strip and locate the module with the microphone icon. Click once on the icon, and select "Sound In" from the

pop-up menu. Launch Sound Studio, select New from the File menu, ensure you're recording at 44kHz/16-bits, and click OK. Press the record button to begin recording, and press play on your cassette deck (you may want to go through a trial run to test the volume of the recording). Once the song has been recorded, you can clear any unwanted

noise from the beginning and ending of the file. Save the track as an AIFF file (44.1kHz, 16-bit, stereo). Continue this process until all of your tracks have been recorded.

The next step is to import the files into Apple's iTunes (www.apple.com/iTunes). Launch iTunes, go to the Finder, locate the audio tracks and drag them to the iTunes Library window. Select New Playlist from the edit menu, give it a title, and then drag the desired tracks from the Library onto the playlist. Click the playlist at the left to view its contents, rearrange the tracks as you like, and then click Burn CD in the top right. Insert a blank disc, click Burn CD once more, and the tracks will be recorded to the CD. It's that easy!

You can also use iTunes to convert the tracks to MP3. Simply launch iTunes, select Convert to MP3 from the Advanced menu, locate the folder containing your AIFF tracks and click Choose. Your tracks will then be converted to MP3, and you can email them to your friends. See "Optimal Audio Quality" for compression notes.

Mac OS Update Watch

Apple now offers all its software updates through its AppleCare Knowledge Base at www.info.apple.com/support/downloads.html. You will need to sign up to obtain an Apple ID and password. Alternatively, you can use the Mac OS's Software Update control panel to access new software updates.

iDVD 1.0.1 Update

This maintenance update to Apple's iDVD software includes a number of minor enhancements. The update may prevent Power Macintosh G4s without a built-in SuperDrive from using the software, however, so exercise caution when applying the update. (2.2MB)

GeForce2 MX Driver Update

The update installs new firmware onto the GeForce2 MX video card shipping with Power Macintosh G4 systems. The update also includes updated Mac OS 9 software components to improve performance and compatibility of the video card. During the update, the screen will dim for 15 seconds. Do not reset or turn off the computer while the update is in progress. (2MB)

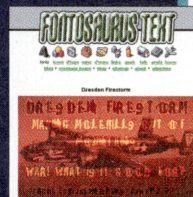
Apple DVD Player 2.7

This maintenance update to Apple's DVD software fixes a number of compatibility issues and includes a number of minor enhancements. The software requires Mac OS 9.1 and is intended for use with iMacs, iBooks, Power Macintosh G4s and PowerBook G4s. (3.4MB)

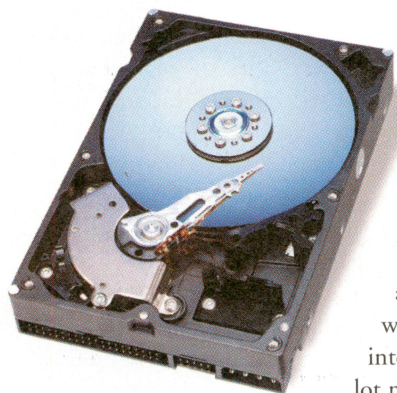
Funky Fonts

It's sometimes difficult to find a different, edgy font to use in a logo or web design. Few designers have the cash to buy expensive fonts on a whim. Thankfully, there is a gamut of shareware font designers that

offer professional typefaces you can try before you buy. Fontosaurus (www.fontosaurus.com), a collection of fonts by Daniel W. Bailey, is a great place to start your search for a unique typeface.



Add Another Hard Drive

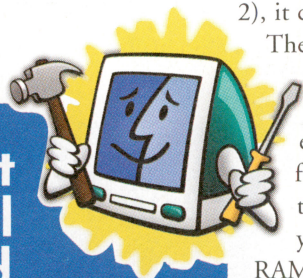


Who Wants More Storage?

If you're packing iMovies and iTunes files with no end in sight, drive space gets tight. Even if your Mac came with a 20GB or larger drive, media applications can occupy that space without difficulty. Adding an extra internal drive is a cheap way to get a lot more storage room.

If your Mac is a G4 desktop or blue G3 desktop (that has the drive carrier screw facing the PCI slots — see Step 2), it can take a second ATA drive.

These disks are cheaper than their SCSI counterparts, perform at comparable levels, and you can add an extra fistful of gigabytes to a desktop Mac with little sweat. If you're comfortable installing RAM, adding another drive is only slightly more difficult. But if you're uncertain, take your Mac to a service center for the upgrade.



What You'll Need

1. A new ATA drive
2. A Phillips screwdriver
3. Drive Setup

By Zack Stern

Step 1

Locate a Drive

Seagate (www.seagate.com), Western Digital (www.westerndigital.com), and Maxtor (www.maxtor.com) are some of the companies that make internal 3.5" drives. You'll be faced with two choices about the speed of the drive. The connection speed may be named ATA/100 or ATA/66; a higher number will quicken performance to an extent. Check your Mac's documentation to see which speed is the highest you can utilize. Any speed, however, will be compatible. And the RPM

speed of the drive will likely be rated at 5,400 or 7,200. If you plan a lot of video work, the 7,200 will give slightly better results. Depending on these factors, the drive should only cost about three to four dollars per gigabyte; you could add 60GB more storage for \$170.

Step 2

Open the Mac and Prepare

Power off your Mac, and unplug all of the cables except for the power cord. Ground yourself by touching the metal PCI housing, and then remove that cable. Open the Mac's case, and locate the current ATA drive; it'll be on the bottom-back, next to the hinge. Unplug its power and data cable; the power cable may take some effort to loosen — pull hard.

Remove the screw holding the metal housing to the rest of the computer. It's just between the drive and door hinge. (If you have a blue G3 and the screw is instead on the back side of the computer, the upgrade won't work properly, and you should add storage another way.)

Once the screw is removed, pull the drive and carrier out of the Mac. Check for a sticker on the drive, or look in the drive documentation or at the manufacturer's website for a key about jumper settings. Verify or change the jumper configuration to match the "Master" picture.

Tell Us What You Think!

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www.machome.com/feedback

Step 3

Install the New Drive

On the new drive, set the jumper switches to "Slave" as shown on its picture, other documentation, or website. The diagrams may differ, so be sure each drive setting is based on its own map. Mount the new drive above the old one on the drive carrier.

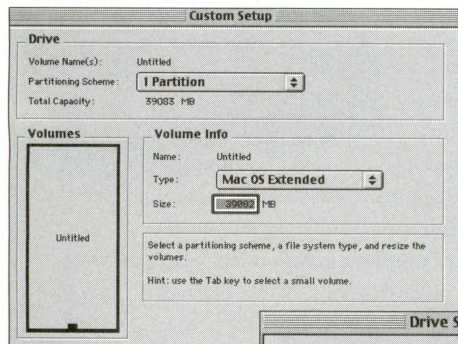
Reattach the carrier to the computer with its single screw. Locate two free power cables inside of the Mac, and attach the drives. Attach the new drive cable to both drives; plug one end where the original cable had been and the other two ends into the two drives. Make sure all connections are tight, and close the Mac without pinching the cables.

Step 4

Format the Drive

Boot your Mac, and run Drive Setup from the Utilities

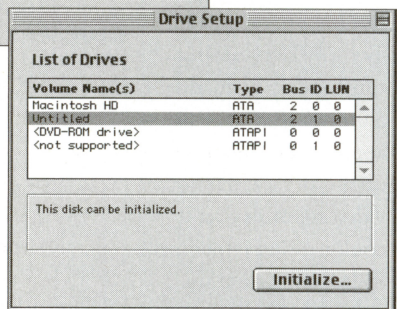
folder or the restore CD that came with your Mac. Click once on the new drive — be sure you select the right one — which may be called



<not initialized>. Click the Initialize button. Click the Custom Initialize option in the next window.

If you want to partition the drive, which makes the operating system act like you have a separate drive for each partition, change the number of partitions in the menu. Partitioning is best for isolating important data (if one partition fails completely, the other may remain intact) and working with media applications where you would frequently add and delete files. Otherwise, a partition may not be necessary. Verify that the Volume Info shows Mac OS Extended and leave the size option at default.

After formatting, click once on the new drive, and select Get Info from the File menu. Verify that the formatted size is close to the advertised number. If it's a gigabyte or two less, that's not cause for concern. However, if the difference is greater, contact the manufacturer and reinstall the drive. Use the second drive for any situation to store files and applications or even to hold the Mac OS. **MH**



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USB TV Tuners

Escape Labs MyTV Falls to ATI XclaimTV USB Edition

Mac TV tuners let you watch TV, record a channel, and otherwise veg-out in front of your monitor. FireWire and PCI flavors offer the best quality; those buses give the space to capture 30 frame-per-second video at full-screen.

USB tuners have been limited to a space that was designed for little more than keyboards and mice. But these two tuners let you watch TV with good quality although recording is better with another device. For a quick way to get TV and analog video into your Mac, these tuners are good choices.

The Xclaim TV and MyTV offer comparable video quality. Both devices tune local or cable channels and display the video at large resolutions (like 640 x 480 or higher). An old VHS camcorder will lose little quality transferring through these boxes, but a Hi8 or other high-quality model loses some detail when compressed.

By Zack Stern

The MyTV includes audio inputs and outputs, a coaxial antenna jack, and RCA and S-Video inputs. The XclaimTV features audio input (the missing output is a benefit — more in a moment), coaxial, and S-Video connections (with an RCA adapter.) Neither connections offer a significant advantage.

The MyTV bundles a mini audio cable, a mini-to-RCA adapter cable, and an RCA video cable. The Xclaim TV includes just adapter plugs for mini-to-RCA audio and S-Video-to-RCA video. Both provide USB connections.

But the big differences between these devices are setup use.

The Xclaim TV makes a single connection to your Mac, but the MyTV requires an extra audio cable to lead to the microphone port.

Software and installation discrepancies make the Xclaim TV the clear winner. Its software was installed with little difficulty, and the features could make a

Mac better than the living room TV. Favorites are the multi-channel scanning, which shows a moment from multiple channels and the Closed Caption controls. Most users won't need Closed Captions, but the

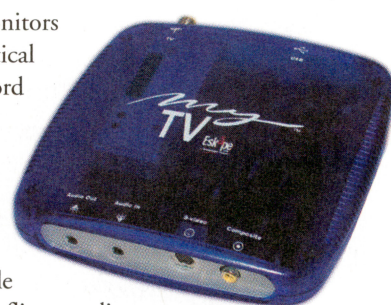
Xclaim TV software monitors their content for a practical twist. When a preset word appears, you can trigger an alarm or AppleScript to take over.

The MyTV software is a chore to navigate and set up. After multiple crashes, an extension conflict was discovered that had caused the problems. A special extension set let the computer get channels. Selecting channels is driven from a list that looks like a table, and no extra features are included.

Two MyTV video settings had to be manually adjusted each time the application was launched on a system with another video-input device; it couldn't even remember its last configuration.

The Final Decision

Both devices deliver adequate video- and still-capture quality for hobbyists or owners of old video sources. But look to the software features of the Xclaim TV to decide which is best for TV; tuning channels is intuitive and word monitoring is a fun addition. The MyTV, in spite of its cables, provides a frustrating experience. **MH**



rating ★★★★★

XclaimTV USB Edition

ATI
\$99
www.ati.com
905-882-2600

Intuitive software tunes channels, creative additions monitor multiple channels and Closed Captions

None

rating ★★★

MyTV
Escape Labs
\$155
www.eskapelabs.com
800-216-2763

Includes extra cables, receives channels and other video sources

Buggy software, software lacks features and ease-of-use, requires two connections to the Mac



Perfection 1650 Photo

The Epson Perfection 1650 Photo is a complete photo and film scanner for advanced hobbyists and pros on a budget. Its optical resolution of 1,600 x 32,000 dots per inch gives enough information for manipulating high-resolution files. A unique aspect of the 1650 is its four buttons designed to automate scanning for email, printing, and other tasks. These buttons are mostly useful, although the heart of the scanner is in its 48-bit color, high dpi quality, and effective automatic settings. If you can make use of its power, this scanner will be a capable addition to your Mac.

Beyond the 1650's impressive quality, its speed is also worth noting. Low dpi files took just a few seconds to process.

The software bundle is also a useful mix. In addition to PhotoImpression, it includes Photoshop Elements, and OCR

software to convert printed text back into editable words.

The buttons on the front of the scanner are interesting, but don't live up to their potential. The idea of pushing a button to add a picture to an email document is great. But the range of supported applications is limited. Other buttons worked better. Pushing the web-scan button automatically uploads the file to the Epson photo-sharing website. And the scan-to-print button makes a quick duplicate.

The main scanning button and software needs improvement. The scan button is more complicated than starting a scan from the Mac. Notably, many applications weren't supported (even Photoshop Elements), and software inconsistencies (like the name "PhotoShop") confused the routine. The included TWAIN driver (that can be operated away from



this shell with unsupported applications) bypasses these issues and works as expected.

The Final Decision With its bundled slide-scanning attachment and high-quality imaging, the Perfection

1650 Photo can get you started right or to augment a capital-limited pro. The interface and buttons are mixed, but your scans will look great regardless.

— Zack Stern

rating

Epson
\$249
www.epson.com
800-873-7766

 High dpi and image quality, included film adapter, effective automatic settings

 Interface can be confusing, buttons don't add value

6"x8" Intuos2

The Intuos2 is a venerable drawing tablet that handles all you could need. With a rubberized, customizable stylus; pressure- and tilt-sensitivity; and useful mouse, this pointing device can replace everything but the keyboard.

The Intuos2 requires a control-panel installation (OS X support was coming at press-time) and the insertion of a single USB cable. It draws power off that connection so no power-cable is needed. You can begin painting and drawing in the included Painter Classic and Photoshop Elements right away.

The tools — the mouse and stylus —



are what make the Intuos2 great. The main reason to consider this tablet is for stylus control. Applications sense the amount of pressure and tilt and can adjust opacity, line thickness, and other parameters. Even customize the stylus by removing the rocker-button if desired. If you care about graphics or precise photo-manipulation, you need this tablet.

But the mouse is a surprise winner, too. Depending on the size of the tablet, it includes three or five buttons and a scroll-wheel, and it is a great performer. Using no cord or batter-

ies, this mouse works anywhere on the tablet's surface. If you have room to keep the tablet next to your keyboard, this mouse is an ideal non-stylus pointing device.

Finally, if these two tools aren't ideal for your work, Wacom offers a variety of

optional pens and mice including one that mimics an airbrush.

Wacom created an essential tool for graphics professionals. With a complete tablet and mouse set that includes the software to get you started, new users also have a tablet package. Advanced users may already have Photoshop and Painter, so these useful introductory titles are aimed well if you're just beginning.

The Final Decision Tablet veterans and new users looking for an effective bundle can't go wrong with the Intuos2.

— Zack Stern

rating

Wacom
\$400
www.wacom.com
800-922-9348

 Precise pointing device, mouse adds non-graphics function

 None

Dual 800MHz PowerMac G4

The PowerMac G4 with dual 800MHz processors is just what a pro or pro-wannabe needs. Its media-centric functions even make it worth considering for videophile consumers; the included SuperDrive burns data and audio CDs, and DVDs to play in a home DVD player. And the G4 is fast enough to handle everything from OS X to word processing without incident. The only drawback to the G4 is its lack of an eject button on the case and its whirring level of noise. Beyond those two notes, the dual 800MHz G4 is the top Mac.

A main reason to consider the G4 is its speed. In Mac OS 9, two processors often do little more than one; few applications and tasks take advantage of the second workhorse. Even considering that, 800MHz is no slouch. It is noticeably quicker to redraw windows and

screens than previous G4s. Rendering video and converting audio, tasks that even come up in iTunes and iMovie, are quick. And under Mac OS X, the second processor wakes up even more. The OS inherently takes advantage of both, easily making this the fastest Mac OS X machine available.

Beyond speed, this G4 sits in the middle of digital universe. 256MB RAM and an 80GB drive regulate multiple applications and tackle storage. FireWire and USB are perfect for video, storage, and input devices. Ethernet, a modem, and AirPort connection are included for networking. And the SuperDrive connects these technologies by creating DVDs and CDs from your USB still camera, FireWire videocamera, and audio collection.

Finding fault in this shiny G4 is limited to two minor issues. It is noticeably louder than previous Macs; turn it off



after hours of work, and the lack of fan noise is a relief. The G4 also lacks an eject button on the CD-tray. The keyboard replacement works, but two options would have let users decide for themselves.

The Final Decision The dual 800MHz PowerMac G4 is the speed leader and media guru that belongs where every drop of performance counts.

— Zack Stern

rating ★★★★★

Apple
\$3,499
www.apple.com
800-692-7753

Fast, SuperDrive burns DVDs and CDs, varied bus expansion

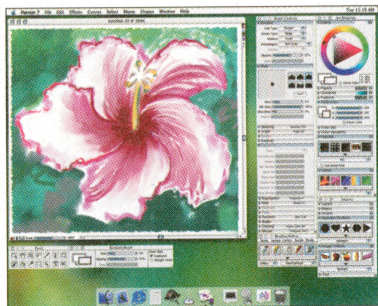
Missing eject button, noisy

Painter 7

Procreate's Painter 7 is a stunning creativity tool that mimics the subtle nuances of natural media such as paint and ink. The application offers several new tools, including powerful watercolor and liquid ink brushes, but often crawls when drawing complex strokes.

The highlight of Painter 7 is its new watercolor technology.

Paint a stroke with the watercolor brush and watch it slowly bleed into the canvas. Subsequent strokes blend into previous strokes, creating dark, rich colors. You can adjust the wetness of the brush (a dryer brush expands less), the dry rate (a slower dry rate diffuses wider into the paper), and even the wind force and



direction. The effect must be seen to be appreciated.

Another new natural media tool is liquid ink, which imitates the viscosity and surface tension of thick liquid media; place two strokes near each other and they will slowly expand and congeal with one another. Other new features include enhanced color management controls, customizable palettes, perspective grids, and a significantly improved text tool. And at long last, Painter is fully Adobe Photoshop compatible. You can exchange multi-layer documents

between the two applications in both RGB and CMYK formats.

One very welcome change is Aqua interface elements; it looks gorgeous in Mac OS X. The Mac OS 9 implementation, however, retains its predecessor's dark gray, green, and purple palettes.

It takes a surprising amount of power

to imitate the pencil and paintbrush. Painter 7 is occasionally bogged down by complex brushes such as watercolor and liquid ink. Unfortunately, the onscreen rendering of complex brush strokes often lags behind the movement of the cursor by several seconds, making it almost impossible to cast quick, accurate strokes.

The Final Decision Although it can be slow at times, Painter 7 offers traditional artists new levels of freedom and flexibility. And of course, there's never any mess to clean up.

— Chris McVeigh

rating ★★★★★

Procreate
\$479 (\$199 upgrade)
www.procreate.com

Excellent watercolor brush and other tools, Adobe Photoshop compatibility

Complex strokes require significant horsepower

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Each CD is packed with **over 50** demos, updates, freeware, and shareware, including a fantastic mix of education and entertainment titles — and that's not all. Other tools of the trade that will help enhance your overall Mac experience include:

Web Design Toolbox — a useful collection of tools to get you started on the right foot to a bigger and better Website!

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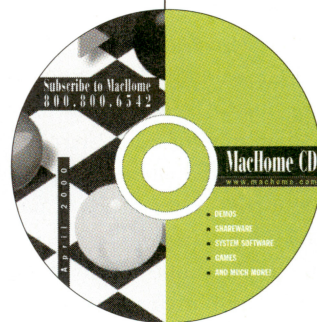
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2-3 weeks for delivery

Quicken 2002 Deluxe

Quicken 2002 Deluxe is the latest edition of Intuit's financial management software. It adds the ability to automatically update online accounts, reconcile balances, and estimate capitals gains, but the package is hampered by a few minor flaws.

Quicken 2002 Deluxe allows you to organize finances, manage investments, and prepare for taxes. Start by entering account information, and periodically input your recent deposits, purchases, and bill payments. The software supports multiple accounts, credit cards, loan payments, and investments, all of which can be cross-referenced with your actual account status. Yes, the software can now automatically download your account information from your bank or other financial institution (assuming online services are available). Once the account information has been downloaded,

Quicken can automatically reconcile the actual balances with your accounts.

Other new features include the ability to estimate capital gains, which helps predict the effect of taxes on sales of securities. Quicken 2002 Deluxe also downloads transactions from brokerages such as TD Waterhouse. Improvements have also been made to the software so that you can bank and pay bills online with ease, flag tax categories more accurately, and better synchronize data with Pocket Quicken 2.0 for Palm OS.

Quicken 2002 Deluxe has its share of sniggling issues, however. In the Tax Planner, short term and long term gains are reversed (although they show up correctly in reports). Users updating from Quicken 2001 to Quicken 2002 may encounter inaccurate portfolio estimates



if the stock listed does not have an associated stock symbol. And, finally, the application may quit on launch if moved out of the Applications folder under Mac OS 9.

The Final Decision Quicken 2002 Deluxe is an excellent financial management package — and it's an especially worthwhile upgrade.

— Chris McVeigh

rating ★★★★★

Intuit
\$60
www.intuit.com

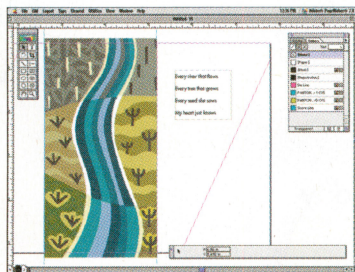
Mac OS X-ready, automatic account updating and reconciling

Minor problems encountered with Tax Planner

Adobe PageMaker 7.0

Adobe PageMaker 7.0 is the latest version of the venerable page layout application. This upgrade adds document compatibility and usability enhancements such as Data Merge, but the package is too powerful and expensive to live only in Mac OS 9.

PageMaker is the oldest general-purpose page layout application for the Macintosh. It allows users to design newsletters, flyers, and publications by creating frames to hold text and graphics. A key appeal of PageMaker 7.0 is its rather modest system requirements: Mac OS 8.6, 16MB of RAM, and a PowerPC processor of any flavor. Unlike much of the bloated software currently available, the applica-



tion loads quickly and is responsive.

PageMaker 7.0 is particularly adept at creating Adobe Portable Document Format (PDF) files. Index entries and page links are automatically exported, creating a fully indexed PDF in a single step. You can also protect documents with 128-bit password encryption, and embed advanced PDF Tags that can, among

other things, permit text wrapping within the PDF. This is an important tool for ebook designers. Adobe Distiller 5.0 is included with the package, and all advanced Distiller settings can be accessed from within PageMaker.

Another highlight is Data Merge, a feature that imports text and graphics from spreadsheets and databases to create custom form letters, envelopes, and even catalogs. Adobe has beefed up compatibility in this latest release, too. You can drag native Photoshop 6 and Illustrator

9 image files into your document. You can also import Microsoft Word 2001 documents without a hitch and even convert Quark Xpress 4 files.

The biggest problem is that when users are ready to switch to Mac OS X, PageMaker 7.0 may not follow.

The Final Decision Adobe PageMaker 7.0's new Data Merge and PDF Export features will be appreciated by long-time users. Although it may not satisfy the more demanding needs of professional users, it's certainly a smart upgrade for fans of the application.

—Chris McVeigh

rating ★★★★★

Adobe
\$499 (\$79 upgrade)
www.adobe.com

Excellent PDF support, smart Data Merge feature

Not designed for Mac OS X

HIGH SCORE!



"Do you have kids in need of a little extra practice with those stubborn school subjects? We recommend the Electronic Workbook Series."

-Warren Buckleitner, Children's Software Review



School Zone Kids Make the Grade!

schoolzone.com 800.253.0564

On-Track Software—Electronic workbooks for today's kids.

HL-1470N

The Brother HL-1470N is a champion small office and home-network printer. It does everything you could need, printing at a steady rate, includes USB and Ethernet interfaces, and delivers on print quality. It's so well aligned

Did You Know...

Laser printer memory stores print jobs so that your computer doesn't have to. Otherwise, printers, like most inkjets, require your Mac to control the process.

with the needs of a networked consumer or small office that those users won't find any faults.

Laser printers are selected for speed and image quality, and the HL-1470N pro-

vides both. Once running, it can print up to 15 pages per minute. Even on a slow network, it takes the 1470N just a half-minute to process and print a job. On a direct USB connection, prints takes seconds. Image quality is as good as any other laser; letters are defined and line edges are smooth. Inkjets may be close to this output, but the 1,200 x 600 dpi 1470N still looks better under comparison. And laser prints also last longer and retain their output even if the paper is wet.

Installation on a network and USB connection worked without problems. The included driver CD added the necessary USB configurations. After plugging into an Ethernet hub, the networked computers could locate the printer without trouble.

For business settings with lots of client computers and big jobs, the 8MB RAM (which is ample for home networks) can



be expanded to 36MB RAM. So it may take a long time before you outgrow the HL-1470N.

The Final Decision

Printers either work smoothly or can't be

trusted. The HL-1470N has the quality, speed, and connectivity options to be a friend. From a single USB user to a mid-size business network, the HL-1470N is perfect.

— Zack Stern

rating	★★★★★
Brother	
\$500	
www.brother.com	
888-879-3232	
👍	Smooth text and high dpi, quick setup
👎	None

PocketMouse



Kensington
\$30
www.kensington.com
650-572-9675

PowerBook and iBook owners will nearly always discover a situation where a

mouse is needed. The trackpad works for

common tasks like Finder cursor movement and word processing, but use a portable long enough, and you'll need another input device. Games, mouse-intensive video- and photo-editing, and even web-browsing can be a chore with the trackpad. But how can you balance the portability of the 'Book with a tethered input device?



Enter the USB PocketMouse. Its just-right size slips in a small bag, three buttons and a scroll-wheel give ample clicking options, and its optical design means you can use it on the PowerBook wrist-wrest or airline tray-table without concern for a perfect surface.

The PocketMouse fits comfortably in the front of your hand; even for its small size, most people won't have difficulty using it for long stretches.

The included MouseWorks software customizes the PocketMouse to any task. Control-clicking, dragging, or setting up special key and mouse commands is direct.

For flights and other trips away from your desktop Mac, the PocketMouse is the solution. It's everything a desktop mouse wrapped in a smaller mousetrap

— Zack Stern

17" Studio Display



Apple
\$999
www.apple.com
800-692-7753

Liquid-crystal displays are a great choice for Mac users who don't need perfect color reproduction. The 17" Apple Studio Display presents bright and accurate hues even if a conventional CRT is more appropriate for designers. But this display fills a role of a large screen and small physical size.

The middle option of Apple's LCDs, the 17" Studio Display has a new aspect ratio of 5:4. Its squared shape gives room for OS X's Dock at the bottom or

other extra items. Its bright color and wide viewing angle make it a compelling CRT replacement for most users.

The biggest benefit of the 17" Studio Display is its size. The display area is comparable to most 18" and 19" CRT monitors, but it takes the space of a picture frame.

For new Mac owners, the connection is clever. The ADC cable plugs into desktops released in the last year and a half, and it carries the power and a USB connection (for a 2-port USB hub); only one cable runs from the Studio Display.

A balance of color quality, size, and design, the 17" Studio Display belongs with almost every Mac.

— Zack Stern



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MacHome
www.machome.com

Timbuktu Pro 6.0

Timbuktu Pro 6.0 is the latest version of Netopia's utility for remotely controlling computers. Version 6.0 is designed specifically for Mac OS X, and except for a few minor hiccups, it remains functionally identical to previous incarnations of the utility.

Timbuktu Pro allows you to control another computer from a remote location — whether it is running Mac OS X, Mac OS 9, or even Windows. In order for the utility to function, Timbuktu Pro must be installed on both computers. Visitor privileges and passwords are assigned, allowing the computer to be accessed remotely either over a TCP/IP network or by directly dialing the computer. Once you log in to a remote system, you are presented with its desktop. You can then move around files and folders, modify preferences, and access applications. Controls are provided

to minimize intrusion, allowing the person at the remote computer to block unauthorized meddling and even sever the connection if required.

Aside from these basic controls, Timbuktu Pro 6.0 includes several features that enhance communication between computers. You can exchange files, chat with the remote user, and even send a voice message using the clever intercom feature.

The application is not without flaws, however. Timbuktu Pro 6.0 is for Mac OS X only, meaning that you'll have to either purchase (or download) another version for Mac OS 9- and Windows-based computers. This version of Timbuktu Pro also abandons AppleTalk as communications protocol, meaning that you must assign TCP/IP addresses to all computers on your local network. Control of other Mac OS X computers can



be somewhat slow, due to the amount of animation in elements such as the Dock, and in some cases, your keystrokes may be repeated

The Final Decision Despite minor usability issues, Timbuktu Pro 6.0 is an indispensable tool for users who need to remotely control another computer.

— Chris McVeigh

rating



Netopia
\$99 (Single), \$179 (Twin)
www.netopia.com

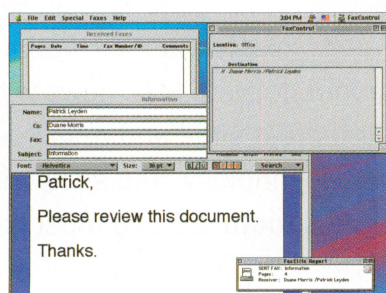
Remote control with Mac OS X

Keystrokes occasionally repeat, no AppleTalk support

FaxElite Solo

Sending a fax may seem like an out-of-date practice in a world of email and instant messages, but the ability to send a document from Point A and have a copy materialize at Point B remains quite compelling. FaxElite Solo painlessly turns your Mac into a fax machine. While the software runs on a wide range of Macs, it does not directly integrate with popular information management tools to control contacts.

The functionality of FaxElite Solo is distributed across a number of specialized applications. FaxControl is the gatekeeper for incoming and outgoing documents, FaxViewer lets users view incoming and outgoing faxes, and FastFax is a



way to send a fax without using any other application. Additionally, FaxElite Solo installs a driver that allows your fax/modem to be selected from the Chooser as if it were a printer. A key command can also bypass the Chooser and temporarily change the Print command into a Fax option in any application.

FaxElite Solo refreshingly bucks the trend of requiring the latest hardware with its liberal system requirements. FaxElite Solo is compatible with any Mac running System 7.1 through 9.1 and will

work with just about any fax/modem on the market. The software will also see an OS X update in the near future.

The only downside to FaxElite Solo is its lack of direct integration with personal information software such as Entourage and Now Up-To-Date & Contact. The only way incorporate

contact data into FaxElite Solo's Phonebook is as a text file. Loading these exported comma-and-tab delimited files into the Phonebook could be tricky for a novice user.

The Final Decision FaxElite Solo is a well-executed send/receive fax application for the Macintosh. The software works well when faxing from a variety of applications and it runs on a wide variety of systems. This makes FaxElite Solo a solid utility and a good choice for anyone looking for reliable and easy to use facsimile software.

— Patrick Leyden

rating



Glenwarne Limited
\$75
www.faxelite.com
011-44-1628-6677-02

Easy, runs on a variety of Macs

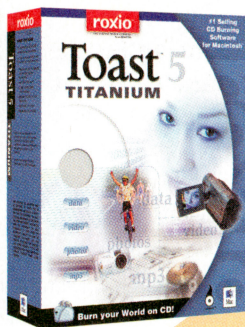
Does not integrate with personal information management tools

READERS' CHOICE 2001

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rating 

MacHome • July 2001

We spent the past year telling you what we like — now it's your turn! Pick your favorite products in MacHome's annual **MacHome Readers' Choice Awards**. No confusing ballots, we promise. Just a couple clicks on our website at www.machome.com/vote. You've only got until November 15! What's in it for you, besides the chance to tell us like it is? Prizes. See **www.machome.com/vote** for a list of what you might win. It'll be better than scratching off 10 Lotto tickets.

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Entries are due by midnight, November 15, 2001.

One entry per person — we know who you are. Winners will be chosen randomly from all completed entries. Responses are confidential, and your name is used only for contest drawing eligibility. Prize winners will be notified by phone and mail by December 15, 2001. Prize winners will be announced in the February 2002 issue of MacHome. Employees of MacHome not eligible to enter. If you do not have Internet access, you may send a S.A.S.E. to MacHome, 703 Market St., Suite 535, San Francisco, CA 94103 for a ballot.

That's Educredible!

*Your Kids Have More Ways Than Ever to Enjoy Learning,
Thanks to New Titles from the Biggest Names in the Market*

The educational market is a small, but busy school of fish. Take a look at the latest catches from Knowledge Adventure, The Learning Company, Disney Interactive, Golly Gee Software, and School Zone. And get ready to start thinking about Christmas, because we've got reviews and previews of what these guys are shipping for the holidays.

Knowledge Adventure

www.knowledgeadventure.com

800-542-4240

A contender in the educational market for 20 years, Knowledge Adventure develops and publishes computer and console software designed for children to learn and play. The company's products are created for kids at four developmental stages — infant to toddler, preschool to kindergarten, early learners, and

young adolescents. Whether

play leads to learning math, reading, problem-solving, or just pure fun, Knowledge Adventure believes that enrichment of the child is key. One of its most loved brands is the JumpStart series, and we've got reviews of the latest chapters below.

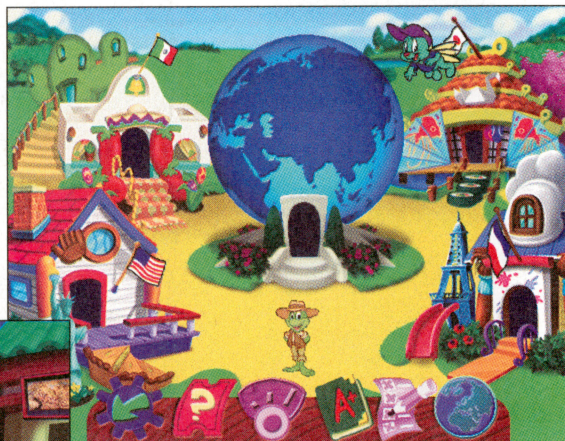
By Sandy Brundage

JumpStart Explorers JumpStart Languages

Ages 5-8, \$20



History comes to life in JumpStart Explorers, which gives kids a first-class ticket to explore the world and experience the thrill of history as they travel back in time. Discover Plymouth Colony side by side with Pilgrims, explore the



pyramids in Egypt with King Tut, and while you're doing that, you'll gain an understanding of world history, ancient cultures, navigational skills, geography, and problem-solving. Did I say "you?" I meant "the kids." Honest. But Explorers is an educational package of fun, no

matter how old you are.

Lead characters CJ and Edison travel back in time to retrieve CJ's nieces and nephews — Tadpoles with a capital "T" for trouble — who got a little off course in a game of hide-n-seek, via an out-of-this-world time machine. Too smart for their own good, Molly, Polly, Wolly, Tad, Chad, and Wart scatter themselves in five locations across

5,000 years of history. Once kids chose a journey, they plot their route using basic mapping concepts like symbols and cardinal directions. Kids can either race against the clock or go at their own pace, an option this slow reviewer appreciated.

Once players locate a lost tadpole, they can participate in a variety of celebratory cultural festivals such as Thanksgiving, a Chinese Lantern Festival, or the Festival of the Nile.

All that globe-trotting might make you wonder about the language barrier! No problem, if your kids have already played through the other new title, JumpStart Languages. It builds a foundation for language development by introducing children to the sights, sounds, words, and phrases of Spanish, French, Japanese and English. I like this title so much, I'll be using it to brush up on basic multilingual conversation. But rest assured that the interface and teaching approach is simple enough for a young child to enjoy.

Kids join Frankie and friends at the JumpStart World Festival as they discover the JumpStart Language Pavilions. Each Pavilion is like a trip to another country, where kids can explore a Japanese pagoda, visit the Eiffel Tower, and learn to make quesadillas. Kids are also introduced to music and lyrics, art, colors and numbers, vocabulary for everyday objects, conversational phrases, and cultural stories.

Listen & Learn Language Buddies speak in foreign languages and introduce the sounds of the language, while familiar JumpStart pals from other titles in the series help explain and translate. Icons and visual cues make it easy for pre-readers to get a head start on language learning, and three skill levels adjust to growing abilities.

Throughout the Pavilions, kids encounter games and clickables, including a clock that recites time in the native language and a telephone that plays Simon, with the numbers pronounced in the local tongue. They can also decorate the Pavilion with painting tools or build personalized fairy tales using items

like animals, food, clothing, furniture, and other objects.

Each time kids successfully complete an activity, they are awarded globe pieces. Upon receiving the fourth globe piece, players are transported to the Expo Hall where they can take Video Voyages and view real video footage of landmarks and kids from different cultures around the world. In addition, printable rewards, such as silly song lyrics, crafts, recipes, costumes, and games, allow kids to stage cultural events at home. How can you top that? Maybe with a trip to Europe, but for the budget-minded, JumpStart Languages is the way to go native. And if your kids are building a time machine out in the garage, let them take a trip with JumpStart Explorers. Both titles offer a lot of educational bang for the buck.

Looking Ahead

What can you expect from Knowledge Adventure in the near future? The debut of its Spy Masters series, with Max Strikes Back! and Unmask the Prankster! (both for ages 7 to 11) are on track for a holiday release. These two titles challenge players to apply skills covered in the JumpStart grade-based titles — math, language arts, history, geography, science, and logic — and think critically through the problems to solve them.

The Learning Company

www.learningco.com
800-395-0277

The Learning Company is another educational software superpower, with stars like Car-



men Sandiego, the Cluefinders, and Reader Rabbit in its league of heroes. From its headquarters in California come award-winning titles for all age and ability levels.

Cluefinders: Incredible Toy Store Adventure

Ages 7-10, \$25



The ClueFinders series chronicles the adventures of four smart, hip, young detectives. The Learning Company spares no expense on production values, making this one of the best-looking series in the market. But beauty is sometimes only skin deep.

In ClueFinders: The Incredible Toy Store Adventure, kids join the group on a trip to the grand opening of San Francisco's landmark, Ultimate Toys, the latest and greatest toy store in town. Two team members suddenly find themselves shrunk to just three inches tall. The mission begins as the remaining ClueFinders race through the Ultimate Toy Store aisles collecting clues needed to unshrink their friends. As the team navigates through a maze of gigantic toys, kids master skills like pattern recognition, sentence completion, and basic math.

Once again, a ClueFinders title boasts

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Please take a moment to let us know what's working and what can still improve.

Go to www.machome.com/feedback

gorgeous graphics straight from a Scooby Doo cartoon; unfortunately, it also repeats some of the problems that haunt the series — namely, a clumsy, frustrating interface and repetitious puzzles. But this time the frustration isn't quite enough to stop you from finishing the game, a slight improvement.

For added value, the game comes with a second CD-ROM, the "Mystery of the Missing Amulet," another full adventure that helps kids build skills in spelling, grammar, vocabulary, reading comprehension, and critical thinking. A combination of arcade action and problem solving make it a true bonus.

Overall, the Incredible Toy Store Adventure shows that TLC is moving the series in the right direction. A few flaws get in the way of a good game, but if your kids are fans, you won't waste your money.

Looking Ahead

One TLC title that's almost ready to hit the shelf is Treasures of Knowledge, the next chapter of Where in the World Is Carmen Sandiego? This time the infamous Carmen Sandiego has run off with a rare, valuable edition of the "Travels of Marco Polo." Kids will be hopping around the globe, matching wits with Carmen as they recover the stolen treasures of knowledge. The Oregon Trail: 5th Edition introduces us to the Montgomery kids (Parker, Cassie, and Jimmy) and trail guide Captain Jed, who are heading west from Independence, Montana, to Oregon City, Oregon. Can they survive the dangers of the long journey, raging rivers, buffalo stampedes, sickness, and starvation? Build real-life problem solving skills by choosing the wagon party and supplies, planning the route and guiding the team through the wilderness. Finally, The Zoombinis Logical Journey is also zipping through production. All these games for kids ages 8 and up should be in stores by Halloween, with a suggested retail price of \$25.

Disney Interactive

www.disneyinteractive.com
800-328-0368

Disney doesn't need much of an introduction. What parent can't recite lyrics in The Little Mermaid from memory? The games division of the company is known for titles like Who Wants To Be A Millionaire? Products in its edutainment line try to follow the "active learning" philosophy, which emphasizes creativity, discovery, exploration, and achievement. It launched a new series recently — Zoog Genius — that adds a swivel of pop-culture hipness to learning. How well does it work? Take a look:

Zoog Genius: Math, Science & Technology Zoog Genius: Language Arts, History & Geography

Ages 9-12, \$20



MTV goes to school with Disney's new quiz show games, based on Zoog Disney, a Disney Channel program with characters from the cartoons and movies.



Contestants chase pop culture-themed

questions through the high-speed Zether, the nebulous world that lies between the computer and the television, on a quest to reach Genius status by scoring Z.Q. points.

More than 700 questions are crammed in-between bouts of talk show banter that takes the "You Don't Know Jack" approach of being snide. The game's weakest link is the lack of depth. The questions are challenging, but the

narrator's comments after each round are superficial and don't shed any educational light on the topics. But anyone can customize the game by writing their own questions, so you can add as much academic brain-twisting as you want. Disney also provides question packs for download on its website.

The interface is too focused on being hip, rather than quick. There are lots of choices to make before you get to play a round, and then once you answer, it's a click-fest all over again. The cutscene animations are well done, but long (although you can skip through them). Overall, this made me impatient to actually *do* something.

Don't look here for a deep educational experience. But the Zoog Genius titles are fun. If one of your kids is a trivia whiz and you want to steer them in the direction of academic knowledge, these games aren't a bad bet.

Looking Ahead

Our crystal ball gazing showed us Rolie Polie Olie when we asked about Disney's plans. Based on the Rolie Polie Olie TV

show, this title pairs kids with Olie, the little boy robot star of the series, as they explore the automated Rolie household. Designed for kids ages 2 to 5, Disney hopes the title will a fun mix of goal-oriented activities and open-ended creative play, utilizing state-of-the-art 3D models and animation from the award-winning show. Features include realistic, environment-based navigation, and fun gameplay filled with "clickables" manageable by young children.

School Zone

www.schoolzone.com
800-253-0564

School Zone, based in Michigan, got off the ground in 1972 as a retail supply outlet for teachers. The idea of publishing workbooks for elementary-age kids to use at home came along a few years later, and the company hasn't looked back since.

Lately, School Zone has polished two of its most popular Electronic Workbooks, Multiplication & Division and Addition/Subtraction, by giving teachers the ability to monitor a student's progress and set difficulty levels. Another new feature is structured quizzes, so your kids can put their math skills to the test. By the time they're done with these workbooks, they'll not only know how to multiply and divide, kids will also have a head start on concepts like place value, word problems, and regrouping.

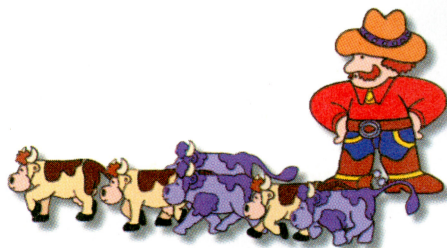
Looking Ahead

School Zone also has its eyes on Christmas. Two upcoming titles to look for under the tree are Time, Money & Fractions (\$20) and Vocabulary Puzzles 1 (\$20) for ages 6 to 7. The latter sports a new look, using softer watercolor graphics rather than the bright, cartoony style of the other Electronic Workbooks. As we've come to expect from the company, the programs guide students step-by-step with audio and visual feedback, instant progress tracking, interactive charts, and plenty of games between exercises. One feature of Time, Money & Fractions that looks particularly helpful is the auto-calculator — if you're trying to understand just how much money three dimes and a quarter equals, just drag and drop each piece of currency into a bin, which adds it up for you. The same tool is available for fractions, making a difficult concept much easier to digest.

GollyGee Software

www.gollygee.com
703-437-8342

GollyGee Software is a relatively new company in Virginia. Started in 1998, it specializes in creating innovative children's software. Jonathan Blocksom, the founder, works with his dad Roland and a handful of high school interns, teachers, and artists to make education fun. "I did think about a career as a teacher,"



Blocksom said, "but I realized that as a teacher I could only influence 30 or so students a year and as a software developer I can write a program which millions of kids will eventually use."

GollyGee Blocks

Ages 5 to 12, \$25



Golly Gee Blocks, its first product, won an award from the Parents' Choice Foundation (www.parents-choice.org), for its simple, but powerful, draw-and-paint capability.

It's one of those programs that tricks you into learning while you're having fun. Stack, stretch, rotate, copy, color, and add texture to 3D blocks. Teachers use GollyGee Blocks to teach everything from math to art to problem solving; kids use it to build a 3D world, tell a story, or explore their daydreams.

The interface explains itself, using common icons and text to label every command. Placing objects on the canvas requires two clicks; one to grab and one to drop, so there's no complicated drag-drop coordination required. I had a field of blue horses running underneath an arch in no time. While the graphics aren't the prettiest, the variety and the ability to retexture or recolor any object keep that from being a drawback.

A demo is available at the website. GollyGee Blocks runs on Mac OS 8.6 – 9.1, with an OS X version coming this fall which will add email postcards and QuickTime movie-making to the palette of creative options.

GollyGee Blocks gets our top rating because it's simple, fun, and versatile enough to be a toy, a lesson, or both at the same time. Don't be deceived by the plain appearance or lack of a big-name publisher. This is a product that deserves your family's time and money especially because it comes from an independent source.

Looking Ahead

GollyGee Blocks is doing so well that there's no telling what this company will try next. It's released Face Painter for the Palm OS, a free program that simulates those old EZ-Sketch toys,



where you used a magnet to move iron filings over a picture of a bald guy. This version uses the stylus in much the same way, giving you

and the kids three faces to wreak havoc on and hours of time-killing on a road-trip or in a corporate meeting. "As for what's coming up, we haven't decided," Blocksom noted. "At the top of my list

check it out...

Have your kids finished all their games already? Send them to Syndicate.com, a site designed to make improving your vocabulary fun. Word puzzles abound, organized by grade level. **And it's free!**

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is writing an OS X-only product. I'm looking forward to putting Cocoa through the wringer." **MH**

Aliens vs. Predator Gold

Aliens vs. Predator Gold is a sci-fi conglomeration of the title characters from hit movies. You play as either species, or the lowly human marine, in a series of levels specific to your character. This game gives gamers the action, pacing, and variety missing from many first-person shooters.

The character choices make this three games in one. Unlike other titles with special levels for certain characters, *Aliens vs. Predator* delivers different gameplay for each star. As an alien, you'll hunt dark corridors while climbing on the walls and ceiling. The predator has special vision modes, invisibility, and other technologies to stalk and search. And the marine can run. Okay, the marine has powerful weapons and a proximity detector, but his goal is typically to stay alive. How each character interacts with the levels, be it to escape

or hunt, makes each species a unique experience.

The pace and timing of the game is also uncommon and accomplished.

The marine faces many dark corners before aliens leap out. Not knowing when they will attack creates tension.

The predator

tracks enemies deliberately; confrontations are more frequent but intentional.

And the alien sprints and

climbs across all surfaces, for a speedy fenzy.

Video and expository elements aren't as exciting as the mood of the game. Snippets of voice acting and movies setup the action. But within the game, frantic marine radio calls, open animal cages, and a suddenly-ending trail of predator blood create a frantic plot.

On top of all the single-player levels, multiplayer action lets you hone your favorite character online or on a network.

While the graphics are dated, the dark mood and triple-variety of *Aliens vs. Predator Gold* make the game worthwhile.

— Zack Stern

Q*Bert

Q*Bert is another winning title from MacSoft that's a rebuilt arcade hit. Q*Bert stays true to the original bouncing game where you hop between blocks to turn them like colors. The biggest addition to this version is a bevy of levels with creative layouts that compliment the classic Q*Bert pyramid.

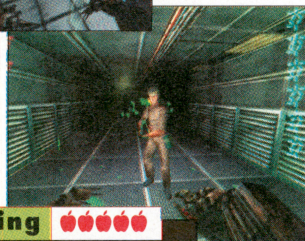
Q*Bert's simple controls and gameplay are what gives it a powerful hook. It's hard to stop playing once you lose yourself in the hopping action. The only objectives are to bounce on all the squares, pick up goodies, and avoid enemies that give chase.

The updates to the original are few but calculated. Colorful, bold graphics that occasionally pan to follow the action make Q*Bert pop. And the Adventure mode, with only a loose story, infuses variety to the old game. The difference is that instead of taming pyramid levels with the original host of foes, Q*Bert hops through imaginative designs. Unique shapes demand attention or else you'll leap off the edge. Quirky cutscenes between groups of levels don't add a lot of cohesion, but they do provide an amusing break.

Q*Bert's bad points are limited to bugs and an awkward interface. Q*Bert hit an extension conflict on a G4 and refused to run with a typical set. On another G4 and iBook, it ran without problems. The interface can be unintuitive. Like saving and loading games require you to exit beyond the game startup screen, giving pause to new players.

Q*Bert's bugs seem isolated and shouldn't dissuade you from this non-violent hopping critter. New players and those who spent laundry money on the arcade game will enjoy the revisited, timeless Q*Bert gameplay.

— Zack Stern



rating ★★★★★

\$25
MacPlay
www.macplay.com

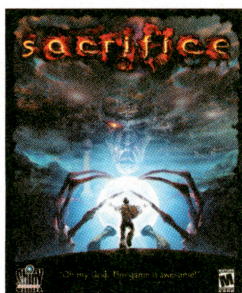
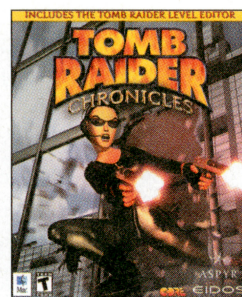
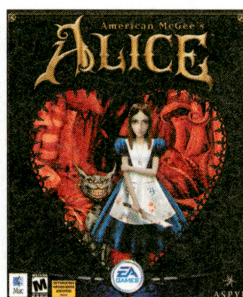
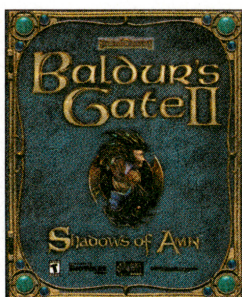


rating ★★★★★

\$20
MacSoft
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Star Trek Deep Space 9: The Fallen

Star Trek: Deep Space 9: The Fallen gives Trek fans a new third-person shooter starring the cast of the like-titled TV series. But like a carton of milk that's nearly drained, it offers a big gulp of interest and then leaves players wondering where the rest of the unique action is hidden. Innovative and inherently Trek features like the tricorder (that can image important objects and objectives that are hidden from view) will excite at first, but repetitive gameplay stunts the experience.

Deep Space 9 puts you on a quest to recover quasi-mystical, quasi-scientific orbs that allow communication with aliens. Lest they fall into the hands of evil, you must shoot your way through waves of enemies to stake the claim. You can even choose between three characters, each with a differing adventure.

Third-person graphics display your avatar and surroundings with precise detail.

Besides the graphics, that Trek mainstay, the tricorder, gives a reason to consider this game. Use it to see what enemies lie around corners or where

to find a supply crate. Or radio your ship-mates at admittedly scripted, though still

interesting checkpoints.

But the disappointing gameplay is divided into alternating scenes of shooting at repetitious enemies and wandering around the space station. When on the station, your actions don't affect the story. Skip through these moments, and you'll miss little. And the missions are too-predictable scenarios of looking for objects, fighting enemies, or looking for objects while fighting enemies.

Only if you're dying for a third-person action game should you consider Deep Space 9. It's too boring to interest most other players.

— Zack Stern

Baldur's Gate II

If you only buy one game this year, get Baldur's Gate II. I wish I didn't have to write the rest of this review, because nothing more needs to be said. But there's still some space left.

Baldur's Gate II is the first role-playing game that truly gives you free reign to be as good or as bad as you want to be. As the story opens, you, child of Bhaal, the god of murder, break free from a kidnapper and rescue a couple old friends. But if you go to the dark side, there's a price to pay. Those who do evil, often walk alone.

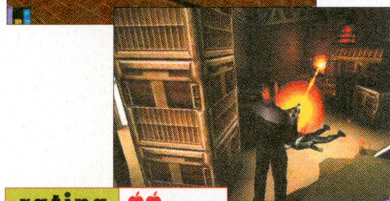
That said, the mechanics of BGII are much like a tabletop game of Dungeons & Dragons. Are you a fighter? Magician? Druid? Your character has more career options than an Ivy League graduate. Multi-classing is available, for those expert players who tweak by the numbers.

Newcomers to the RPG genre aren't left in the cold. An excellent tutorial teaches you the rules of survival and interface navigation. Also, as different areas of the game load once you're on the loose, splashscreens pop up with useful tips about monster weaknesses and magic item mojo. The difficulty level for each battle is customizable, so BGII plays as easy as you want.

Main quest, side quest, everywhere a quest. There's no shortage of places to go and things to do. In a way, that's a drawback, because everything sounds interesting but you don't know how to prioritize; this is a game with at least 120 hours of playtime.

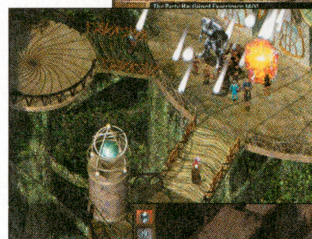
So, in closing: buy this game.

— Sandy Brundage



rating

\$35
Simon and Schuster
www.simonsays.com

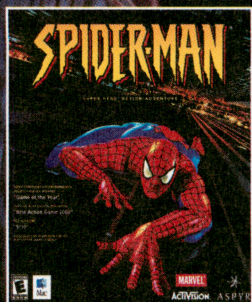


rating

\$50
MacPlay
www.macplay.com



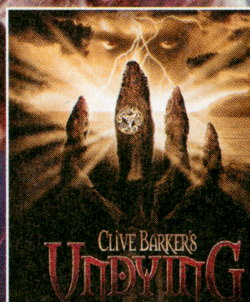
This Fall's Hottest Games Built for Mac OS X



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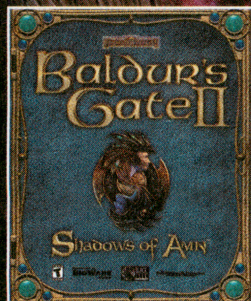
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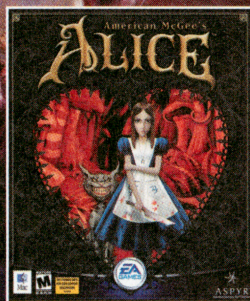
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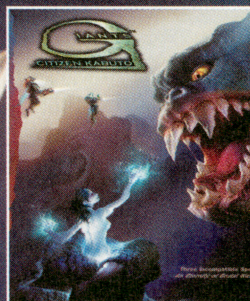
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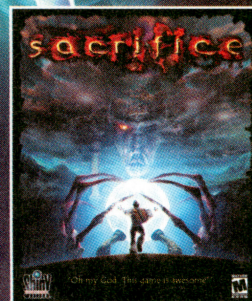
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You've Got Junk Mail!

Deal With Unwanted, Unsolicited Messages

The widespread adoption of email has made it one of the primary ways we communicate. There are organizations that abuse the technology, however, in an effort to make a quick buck.

Thousands of unsolicited email messages are sent out each day, filling our inboxes with unwanted junk mail.

Caveat Lector

As the saying goes, if it's too good to be true, it probably is. Consider the titles of the junk mail messages I received today: "Love Bread? Lose Weight Naturally," "Instantly Attract Women Sexually," and "Loan Approval Notice." Everyone should be skeptical of such specious claims. How-

By Chris McVeigh

ever, junk mail is successful because it preys on the uninitiated and the naïve. The organizations behind these messages pride themselves on double-speak and half-truths; once they secure your credit card number, their interest in you often evaporates.

Avoiding The Traps

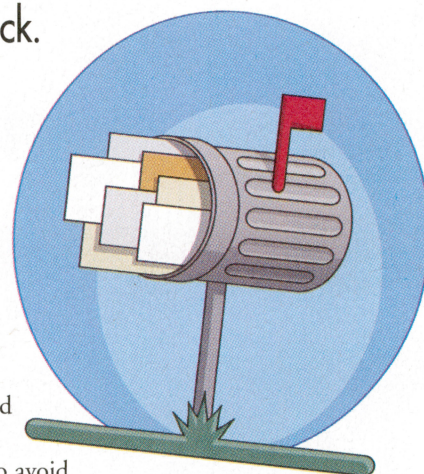
Realizing that these messages are garbage (and that a mysterious stranger is not actually offering you a fountain of youth free of charge) is the first step in your battle against junk mail. The second step is to keep your email address off junk mailing lists. This can be a difficult task.

To minimize the distribution of your email address, it's important to follow a few simple rules. You often enter personal information into an online form when you purchase merchandise, download software, or send an electronic greeting card. Make sure to select any option that keeps you off mail lists and limits the sharing of your personal information. Some forms might say "Click here if you do not want to receive the XYZ newsletter;" others might say "Occasionally we make our mailing list available to certain selected companies. If you do not want your name included on this list, check this box."

You must be cautious when revealing your email address

to an organization or business. Some electronic greeting services may collect the email address of the sender and recipient and pass it on to a junk mailer. Also avoid

posting to Internet newsgroups; if you must, use a secondary email address. Junk mailers regularly harvest email address from newsgroup postings. Lastly, do not forward jokes and other silly messages to everyone in your address book. This often creates junk mail for other people!



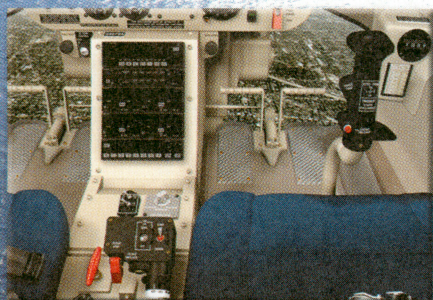
Living with Junk Mail

Try as you might, it may be impossible to avoid all junk mail. Many of us have simply accepted the pervasiveness of these unsolicited messages, opting to be reactive rather than proactive. Email applications such as Outlook Express and Entourage include filters that can automatically identify and delete junk mail as it arrives. (See Internet Tips & Tricks, *MacHome* October 2001 for more information.)

Those of you constantly overrun by junk mail have one last option; you can change your email address. Depending upon the volume of legitimate email you receive, this may be either simple switch or a logistical nightmare. On one hand, you break free from hordes of unwanted email; on the other, you may have handed out hundreds of business cards listing your old address. A slow migration from one address to another is the best course of action. **MM**



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MacSoft

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Monitor Connections, Recover Stickies, and Replace a Battery

Application Toolbar

Q Many issues ago, *MacHome* had a tip to let you create a floating toolbar that would show you the applications you are running, and allow you to switch to another application with a simple click. Would you please go over that again? Thanks!

— *Al Monaco*

A To create an Application Toolbar in Mac OS 8.5-9.1, you must click on the Application Menu in the top right, hold down the mouse button, and drag the cursor downwards, off the menu, until a marquee appears. Release the mouse button, and the Application Toolbar will appear. You can opt to show only the application icons by clicking the resize but-

By Chris McVeigh



ton in the top right. Hold down the Option key as you click the resize button, and you will alternate between small and large icons. You can also hold down Shift-Option as you click resize to switch between a vertical and horizontal layout for the toolbar. The

application buttons function just like application icons in the Finder, too. You can drag and drop files onto the icons to open documents in the application of your choice.

Desktop Battery

Q I have a Power Macintosh G3, and since starting up my computer yesterday, the clock has been resetting to August 27, 1956, 8:41 PM. I've trashed all the files in the Preferences Folder with that date, and it did not help at all. This happens when I shut down the computer, but not when I restart the machine. Could this be a bug, or is the computer's battery dead?

— *Dieter Warneke*

A Having the system clock reset each time you start your Power Macintosh is a sure sign that your logic board's battery has died. This battery keeps the system clock running and powers parameter RAM (PRAM) when your computer is turned off. If the battery fails, the clock and several preferences have to be set each time you start your computer. However, as you have noticed, the time and date are remembered through a restart. This is because the computer isn't actually being shut off; the system clock is being powered by the computer's power supply. You can purchase a replacement battery and protective static strap from a local computer store. Wrap the static strap around your wrist and attach the other end to a grounded metal object.

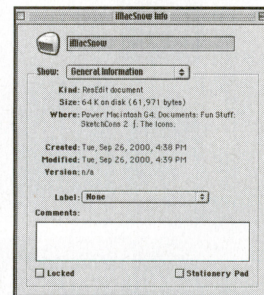
Pop off the top of your Power Macintosh G3, and locate the battery bracket on the logic board (it should be obvious). Exchange the batteries, and close up your Power Macintosh. If you're just not comfortable opening your computer, contact an authorized service provider to install the battery for you.

Restore Original Icons

Q A few issues back you explained how to change an application's icon. Since I've done that, I've run into a bit of a problem. I want to update several applications, such as AppleWorks, but I get an error message stating that the update failed due to modified icons. Since the old icons are completely gone, how can I update my applications short of reinstalling everything from scratch?

— *DeWane Bills*

A Your original icons are still in place, actually. You've just pasted a new icon on top of it. To recover the original icon, click once on the application, select Get Info from the File menu, click on the icon in the top left corner to highlight it, and then select Clear from the Edit menu. The original icon should then reap-



pear. Close the window, and then reapply the software update.

Video Connections

Q I've had my Power Macintosh G4 for nearly a year now. When I got the machine I realized that the video card had both VGA and ADC connectors. I am considering getting another Macintosh sometime soon and I'd like to know if I can use any VGA/SVGA display with the computer? Or do I have to choose a display that has drivers written specifically for the Macintosh?

— *Jim Kosek Jr.*

A All video cards shipping with new Power Macintosh G4 systems include a standard VGA video port that allows you to connect any VGA/SVGA display to the computer. The Power Macintosh does not require any special software in order to function properly with a non-Apple display. All you need to do is connect the display and the video card's hardware will automatically figure out what resolutions and scan rates the monitor is capable of displaying.

Upgrade for Mac OS X?

Q In the August 2001 issue of *MacHome*, a question appeared from Roy F. Wilson about whether to upgrade his first generation Power Macintosh G3 to support new technology or replace it with a new iMac. I have also been thinking of upgrading to my Power Macintosh G3 (beige) in order to support Mac OS X. I figured that a RAM upgrade from 32MB to 160MB or 224MB would be sufficient. However, I am confused by your suggestion that Mr. Wilson would require a 500MHz G3 processor upgrade. Do you think that the performance would be unsatisfactory with the upgrade I was considering?

— *Mark A. Pilgrim*

A Mac OS X can be sluggish on older Macintoshes. Although it will certainly run on your Power Macintosh G3, you will find it slower and less responsive than Mac OS 9.1. Some of the slowdown is due to unoptimized code in Mac OS X, which may be

addressed by the forthcoming Mac OS X 10.1 update (out after this issue went to press). Much of the slowdown, however, will be due to the limitations of your hardware. Increasing your RAM to 224MB will give the computer more room to breathe, allowing it to open multiple applications without having to resort to virtual memory. It will not, however, increase the speed of your system. The only way to guarantee optimal performance of Mac OS X is to purchase a newer Macintosh.

I previously suggested a 500MHz G3 processor upgrade only to compare the costs of upgrading the older system to the same performance levels as the iMac that reader was considering. I then noted that it was a moot point, since Apple does not support third-party processor upgrades with Mac OS X.

Resizing Video

Q I have a Power Macintosh G4 400 MHz with an ATI Rage 128 Pro video card and Mac OS 9.1. My display's resolution is set to 1,024 x 768. I noted recently that during start up, the Mac OS splash-screen appears in a lower resolution and then switches to my higher resolution just before the icons appear at the bottom of the screen. My son and his friends believe this may be a warning that the video card is going bad or there is another problem with the computer. Any thoughts on why this occurs now?

— *Bob Rocha*

A This is normal behavior. I have a similar configuration of hardware and my display has always resized itself during startup. The operating system is simply coordinating your display preferences with the video card. There is nothing wrong with your video card, and certainly, there's no need to worry.

Lost Stickies

Q About five months ago, I accidentally deleted the Stickies application that creates those colorful notes on the desktop. Can I reinstall this wonderful piece of software by downloading it from Apple's website? Can I recover it

by upgrading to Mac OS 9.2 or X? I own an original bondi blue iMac.

— *Kristin D. Rawley*

A You can find the Stickies application on the Software Install and Software Restore CDs that came with your iMac. The easiest way to retrieve the application is to pop the Software Restore CD into the computer and then press command-F to launch Sherlock (or Find File if you are still using

You can find the Stickies application on the Software Install and Software Restore disks that came with your iMac.

Mac OS 8.6). Make sure that the Software Restore CD is selected in the Sherlock window, type Stickies, and then press return. A list of found items appears. Drag the Stickies application (identifiable by its yellow icon) from the search results window onto your desktop. This copies Stickies from the CD onto your hard drive. Now place Stickies somewhere safe — perhaps back in the Apple Menu Items Folder in the System Folder — and then launch the application. Assuming you haven't removed the Stickies preferences file from your System Folder, you'll probably find that all your old Stickies Notes are still in place. **MM**

have questions?

Got a Mac problem that's driving you nuts? Let us take a crack at it. We'll answer questions of general interest to all readers. All mail is assumed intended for publication, and we reserve the right to edit questions for brevity and clarity. When sending your questions, include your full name and phone number. Send your questions to: questions@**machome.com**

The Hard Drive

A Peek Inside Your Computer's Storage Center

The hard drive may be best described as your computer's internal warehouse. It stores the applications you use, the files you create with those applications, and the operating system that tells the computer how to function.

A hard drive is similar in construction to an old record player. A tiny motor spins a disk platter at a constant speed between 3,600 and 12,000 revolutions per minute, and a small actuator arm extends over the platter to read and write data. Today's hard drives contain two or more double-sided aluminum alloy platters stacked vertically, each of which is coated with a microscopic layer of magnetic material.

Since data is stored on each side of these aluminum disks, two sets of actuator arms with read/write heads are required for each platter, clamping down on it like a set of tweezers. No

By Chris McVeigh

physical contact is made, however; the

rapid spinning of the platters induces a microscopic layer of air that allows the heads to float just above the platter surface. All this machinery is sealed within an airtight metal casing to prevent contamination of the platter's magnetized surfaces. Under the casing lies a small logic board that hosts the drive's electronics.

The hard drive's aluminum alloy platters are divided into concentric circular data paths called tracks, which are further divided into individually addressable sectors. The smallest division is a domain — a microscopic area of the platter surface that hosts a single bit of information.

Write

To save a document, data must be written to the disk. All domains in the target area of the platter are first assigned the same magnetic polarity. The drive's digital signal processor then takes binary data streaming from the computer

and modulates it into a series of corresponding electrical signals. The signals are carried down the actuator arm to the read/write head, where the magnetic polarity of the domains is modified accordingly. Each domain keeps its polarity until it is reconfigured by the read/write head, allowing the hard drive to retain information even when the computer's power is off.

Data is divided and written to all platters simultaneously, from the outermost to innermost track. A single file may actually be stored on several different platters. Only when one track is full do the heads move inward to the next track.

Read

Reading data from the hard drive is a slightly different process. Double-click a document icon and your computer sends the hard drive a request for the data, along with the data's location.

The drive's actuator arms immediately position themselves on the correct track and sector and begin collecting the information. The read head registers the polarity of each domain as an electrical signal, which is then carried to the digital signal processor and converted to binary data. The digital information is then shuttled back to the computer where it is interpreted. The process happens incredibly fast — your document is displayed onscreen within seconds.

Hard drive technology continues to improve, producing faster drives with larger capacities for less cash. Although several new storage systems are in development, it will be some time before the trusty hard drive is replaced. **MM**



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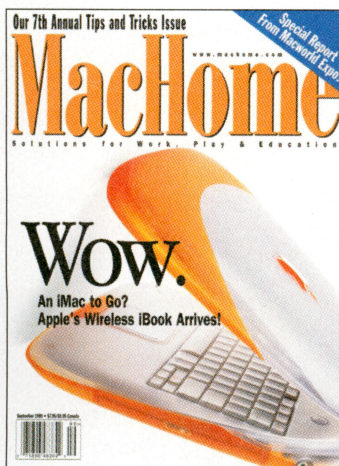
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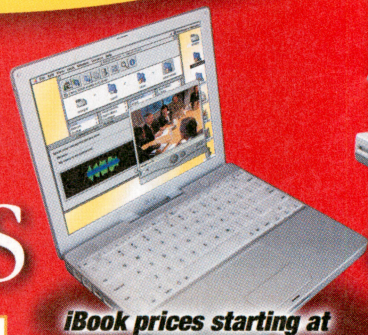
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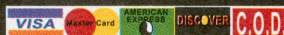
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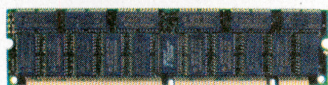
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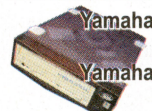
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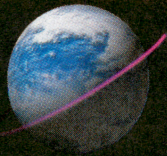
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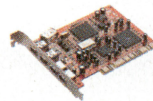
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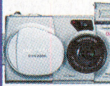
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DCR-TRV900

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*Digital Still Picture Capability



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If you purchased one of these computers before May 2000, you are probably eligible for settlement benefits. This does not apply to resellers.

* * *

There is a proposed settlement of a class action lawsuit against **Apple Computer, Inc.** involving issues with DVD playback in earlier models of the **Apple iMac DV, iMac DV SE, and Power Mac G4 computers.** A Notice explaining how you can receive a free fix for these issues as well as other settlement benefits is available.

To receive a full notice, call toll-free (866) 461-1839.

Free System Software Upgrade for These Earlier Computer Systems. If the settlement becomes final, those eligible for benefits can receive a free CD-ROM upgrade to fix the issues with the computer's DVD playback quality for the computers that include the earlier operating system (9.0.3 or earlier) and DVD player (version 2.1 or earlier).

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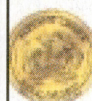
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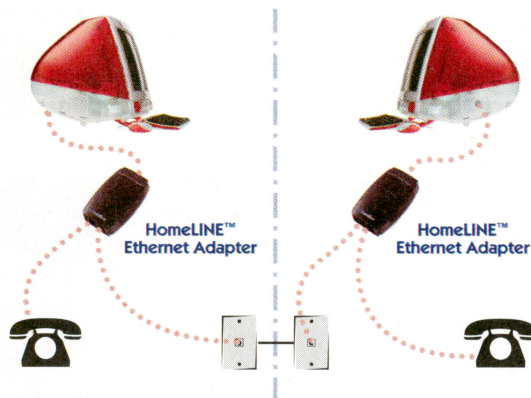


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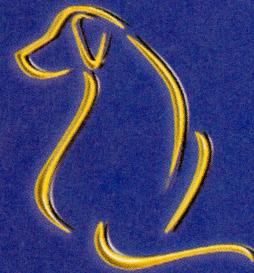
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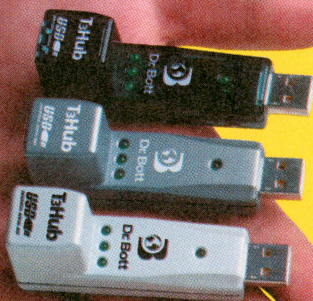
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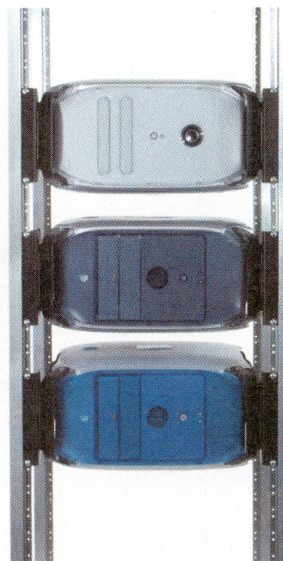
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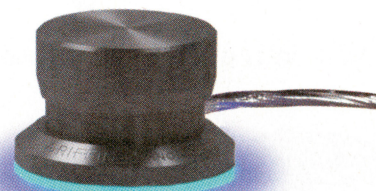
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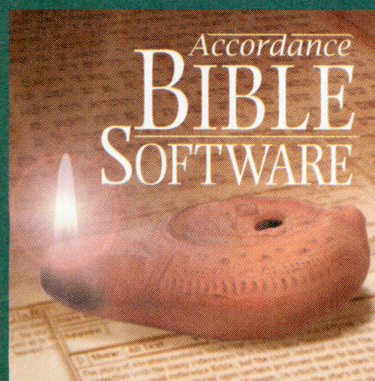
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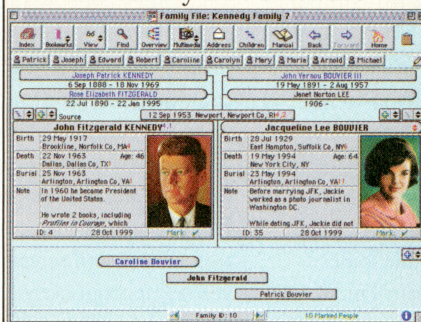
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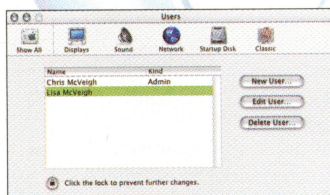
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Startup Launch, New Users, and QuickTime Download Speed

Add a User

Mac OS X lets you create additional user accounts so that your spouse or children can personalize the user interface (like the desktop picture, alert sound, toolbars) without overriding your preferences. Moreover, it prevents other users from modifying important system settings or moving, copying, or trashing vital Mac OS X applications and system



components.

Select System Preferences from the Apple Menu. Click the Users icon, and then click the New User button at the right. Enter the name of the new user, a short name (containing no uppercase letters), and a password. Do not check off the option to allow the user to have Administration access to the computer — otherwise, there will be no security restrictions on their account. Now click Save. A warning may appear, noting that Automatic Login is on. Opt to turn it off so that the computer asks for a name and password when it starts up. Now close the System Preferences window, and select Log Out from the

Apple Menu. This will allow you to test your new user account. A visit to System

By Chris McVeigh

Preferences reveals that many options, from Energy Saver to Network, require an administrator password to make changes.

The main caveat of this feature is that other users retain the ability to trash items outside of Mac OS X's default folders. This, unfortunately, includes the Mac OS 9 System Folder and anything on other hard drives.

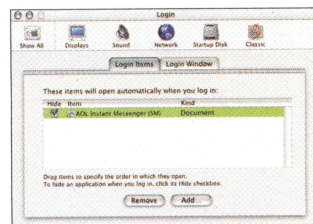
Familiar Keystrokes

Although Mac OS X may look and feel like a totally different operating system, it shares many of the basics with its predecessor. You can still copy, paste, and select all by pressing Command-C, Command-V, and Command-A. You can toss any file in the trash by clicking once on the document and pressing Command-Delete. To duplicate an item, you press Command-D, or hold Option as you drag the item. Likewise, you can create an alias by pressing Command-M or holding down the

Option and Command keys as you drag the item.

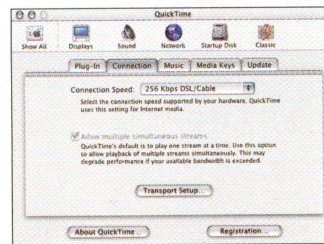
Login Items Launch at Startup

Mac OS X's Login Items is a reincarnation of Mac OS 9's Start-up Items Folder. Instead of dragging item aliases into the folder buried within the System Folder, however, Login Items is an independent system preference. Select System Preferences from the Apple menu, and click Login. Now click the Login Items tab at the top. Simply drag and drop any items you want to have launched (or opened) when you start up your Macintosh. You can hide the items in the background during their launch by checking the small box adjacent to the item name.



Your QuickTime Connection Speed

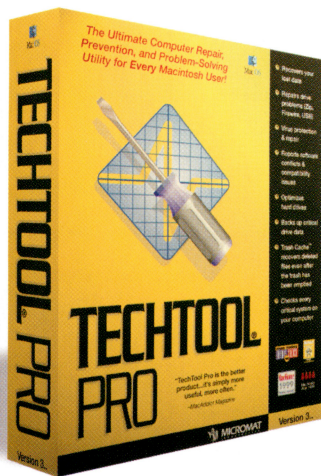
The QuickTime System Preference includes a setting for your network connection speed that may determine the size (and quality) of movies you can download from some websites. Apple's QuickTime movie trailer page, for example, automatically detects your connection setting and sends you an appropriately sized movie. The default



setting is for a 56Kbps modem, however, so many DSL and Cable modem users are needlessly receiving substandard media files. Select System Preferences from the Apple menu, and click on the QuickTime icon. Now click the tab marked Connection, and select your actual connection speed from the popup menu. So long as you don't mind waiting a bit longer, you can select Intranet/LAN to ensure you receive the best quality movie files. You should input your actual connection speed, however, if you intend to watch streaming media (such as Steve Job's Macworld Keynotes). **MH**

In with the new...

In with the newer...



TechTool Pro 3 is the super utility for your Macintosh. Besides repairing and recovering data, TechTool Pro can help you circumvent problems in the first place. Our new virus detect and repair feature, as well as our software conflict check feature, lets you keep your computer in tip-top shape. When booted from the included emergency CD, you can even check, repair and optimize your OS X computer.

Every day, more and more Macintosh professionals are choosing TechTool over other system utilities. In fact, even Apple Computer includes TechTool Deluxe with every copy of their AppleCare™ Protection Plan. Simply put, TechTool Pro 3 is the most complete and powerful troubleshooting utility available for your computer. Why would you settle for anything less?

For Apple's next-generation operating system, you'll need a next-generation disk utility. That's why Micromat has introduced Drive 10, the first and final disk utility for Mac OS X. Problems with your drive? Drive 10 can repair almost any drive problem with one simple click of your mouse. All within OS X's native environment.

While Drive 10 is a new product, it is derived from TechTool Pro, Micromat's world-class diagnostic and repair utility. Using TechTool's time-tested routines as well as some new routines developed exclusively for OS X, Drive 10 offers many tools for checking and repairing any drive on your system. Don't entrust your OS X drive to ancient utilities. Protect your data and drive safely with Drive 10.



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